

75P
Every Thursday

MORE EXCLUSIVES THAN YOU CAN SHAKE A STICK AT

GAMES-X

28th Nov -
4th Dec '91
Issue 32

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

EXCLUSIVE: PAPERBOY 2



GAMES INSIDE...

- ★ BACK TO THE FUTURE 2
- ★ WORLD CLASS LEADERBOARD
- ★ CISCO HEAT
- ★ RUNARK
- ★ SEGA CHESS
- ★ CRYSTAL QUEST
- ★ REALMS
- ★ FUZZBALL
- ★ BIG RUN
- ★ PLUS MANY MORE...



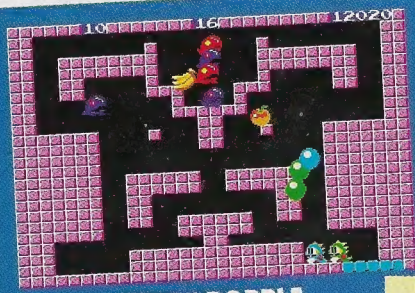
EXCLUSIVE OH NO! MORE LEMMINGS



**TWO SUPER
FAMICOMS UP FOR
GRABS, PLUS A
CHOICE OF
MINDSCAPE GAMES**



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QUICK, TURN TO THE NEW WEEKLY SOFTWARE CHARTS

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GAMESMASTER

When Jane Hewland, executive producer of *Gamesmaster*, bought her son an NES for his 10th birthday the seeds of an idea were born. It became all too clear that the huge computer games market was being sadly neglected on the nation's television screens.

Jane Hewland used her independent TV Production Company, Hewland TV, to set the world to rights. Two years on and the project is nearing fruition.

The show's unusual setting, an old church in east London coupled with copious amounts of dry ice, gives it something of a bizarre atmosphere. This is supplemented by the loquacious and charismatic presenter, Dominik Diamond (left).



An ex stand-up comic, his scot's lilt gives an easy going edge to his presentation, and if his obvious sense of humour comes across on television it may well be the start of a burgeoning career for Mr Diamond.

The half-hour programme takes a balanced look at the whole market, dividing time between arcade machines, consoles and home computers. News and reviews for each area are featured, and to make it 'good television' a wide range of celebrities have been drafted in to take part.

Such luminaries as Pat and Emily Cash, Gary Mason and Barry McGuigan, and Tom Watson from the Bitmaps have been drafted in to spice up the presentation and give it an edge, playing head to head on an assortment of machines.

Whatever it turns out like though, and it should be superb, *Gamesmaster* represents a foot in the well barricaded door to the world of mainstream television.

Gamesmaster starts its 10 week run on the 7th January 1992 at 6.30pm on Channel 4.



SOCCER STARS

Standby for Empire's first-rate football compilation. *The Soccer Stars* includes four titles: Anco's top-selling *Kick Off 2*; *Gazza II*; Emlyn Hughes' *International Soccer*; and Microprose *Soccer*.

Footy fans should keep their eyes peeled for Soccer Stars which will be released on the Amiga, ST, Amstrad, Commodore 64 and Spectrum. There will also be a PC compatible version that will include *Kick Off 2*, *Microprose Soccer* and *World Championship Soccer*.

Due for release just before Christmas, this has to be the ultimate collection for footy fans.



US GOLD ON WHEELS

Birmingham's NEC recently played host to some of the motor industry's elite. US Gold seized the chance to team up with Citron and show off its latest rubber-burning title, *Out Run Europa*.

Visitors were offered the opportunity to show off at the game, prizes being given to the highest scores.



GOLD-EN WONDERS!

We would like to congratulate US Gold's Andrew Watt. On the 18th of

November Andrew and his wife were blessed with twin baby daughters, Kirsty and Danielle who are doing well.

MEGA DATADISK

Sensible Software has produced a datadisk for *Mega lo Mania*.

Sensible captured our imagination with the facility of mixing up eras and now the so-called datadisks offer greater potential.

It'll be out before Christmas on the Imageworks label for Amiga and PC.



STORM MASTER

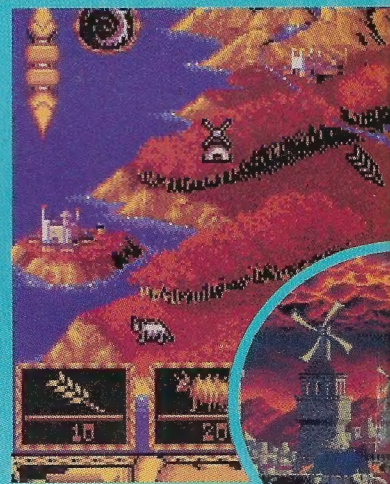


An original angle on the currently prolific theme of civilization building is given by *Storm Master*. To be published by Palace in late January '92, the game features Powermonger-style gameplay, combining elements of battle, politics, economics and there's even arcade action.

It's set in a place of myth and magic called Eloia where the blowing winds are the means by which gods are moved around, and how armies travel to war.

The land has been plunged into chaos by the murder of the great master. Elected as the new ruler you must quickly assert your authority and learn to predict and harness the strength of the winds to maintain the flow of power and trade.

You will have to build strange flying machines to fight against your opponents. Ultimately, you must tame the wind - keep off the baked beans I say. Available on ST, Amiga and PC.



FIRE AND ICE

In issue 26 we reported on Fire and Ice from Graftgold, to be released by Imageworks. We have now got some great screen shots to give you a real feel for the game, which is an original platform romp in which the natural elements play a major role. It's expected to be released on 16-0bit early in spring 1992.



DUNE

Many moons ago Cryo, a French design house, illustrated its originality with a game called Purple Saturn Day. It failed to set the world on fire and only the second release, Captain Blood, captured the imagination. Now Cryo is embroiled in its most exciting and ambitious project to date, Dune.

Based on the movie, now a cult sci-fi film, the game reproduces some astonishing special effects with incredible graphics, animation and sonics.

Dune has you wearing many hats: politician, adventurer, and miner and will be released early in 1992 on both PC and Amiga.



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Not one but two, yes two, Super Famicoms are up for grabs, plus 10 runners-up prizes in our Paperboy 2 challenge!



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Well, after last week's snub when I only got one page in the bumper edition, they're lucky this page is graced with my presence at all! - Doc

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PC HEROQUEST

If you own a PC and are into role-playing then Gremlin's HeroQuest could be just the ticket. The Sheffield-based company is due to release HeroQuest on the PC early this month.

Costing £34.99 the package contains the original game and the first data disk - Return of the Witchlord.

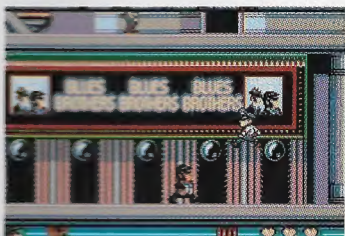


Based on the famous board-game, HeroQuest can be played by up to four participants who may search the diabolical dungeons in their quest for gold and glory.

NES CONVERSIONS

An NES version of the popular movie licence, **The Blues Brothers**, is currently in production. The game is already going great guns, and the style of game and the strong name is a sure-fire winner on Nintendo.

The great Blues Brothers characterizations are plunged into a terrific and original platform romp where anything goes. The NES version of The Blues Brothers is predicted to be

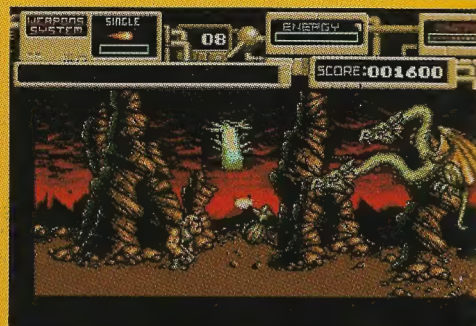
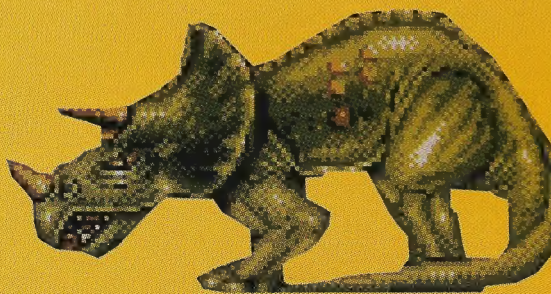


21st CENTURY ENTERTAINMENT

After the runaway success of *Nebulus II* earlier this year, 21st Century Entertainments has put back its next set of releases. *Rubicon* is a fast paced shoot'em-up, the game will be released early in January and is already looking pretty impressive.

February will see the release of *Pinball*. Based on the original tables the game will feature split-screen action and mayhem.

Finally, keep your eyes peeled for *Deliverance*. Best described as a mixture of arcade-adventure and hack 'n' slay, the game will be released on the ST and Amiga during March. Mega Drive owners can expect the title to appear a little later on in the year.



released in early '92, designed by Titus and published by Palace in the UK.

In contrast, **Barbarian III** which, for a refreshing change, hasn't been banned in Germany is also due to make its debut on NES in Spring '92.

TURBOCHALLENGE

Already available on the Commodore 64, System 3's **Turbo Charge** is set to race onto the Amiga and ST. As a top cop, Turbo Charge sees you embarking

on one last mission to smash a gang of lethal arms dealers. Featuring 10 levels the game sees you in a do-or-die race in which you must not only reach a specific



finish line but also blast everything in sight. Turbo Charge should be released about now - the game costs £25.99.

NAPOLEONIC BATTLES

Thanks to Impressions, war gaming enthusiasts can now relive three of the little big man's finest battles. **Great Napoleonic Battles** comes complete with an editor to redesign the battles and even create new ones! Out this month on the ST and Amiga at £29.99, the PC version should appear in January.



QUEST FOR ADVENTURE

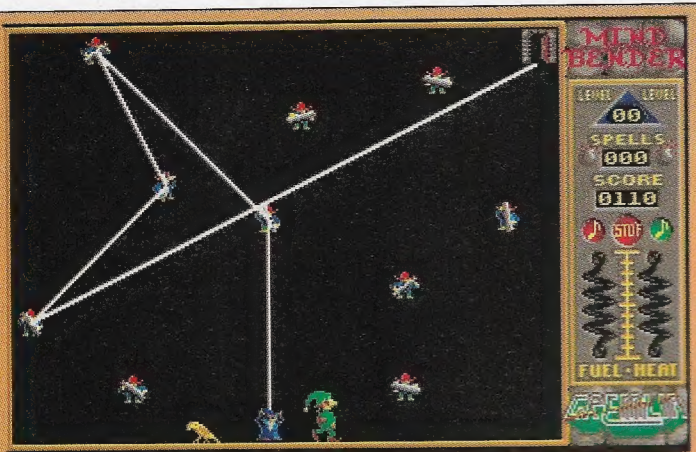
If you're into adventure games then US Gold's *Quest For Adventure* series is for you. Volume 1 incorporates three of 1990's best-selling titles.

Operation Stealth sees you assuming the role of a James Bond-type character as you attempt to thwart the plans of an evil megalomaniac. Programmed by Delphine, the game was heralded as a classic.

Lucasfilm Games' *Indiana Jones and the Last Crusade* follows the plot of the blockbusting movie. Using an incredibly friendly user-interface you must strive to discover the whereabouts of the Holy Grail.

Access Software's *Mean Streets* puts you in the guise of one Tex Murphy, a private detective. Your task is to uncover the mystery behind the deaths of prominent members of the scientific community.

The *Quest for Adventure* Series should be available any day now. If you've got an Amiga, ST or PC make sure you put this compilation on your pressie list!



GBH CHRISTMAS LINE-UP

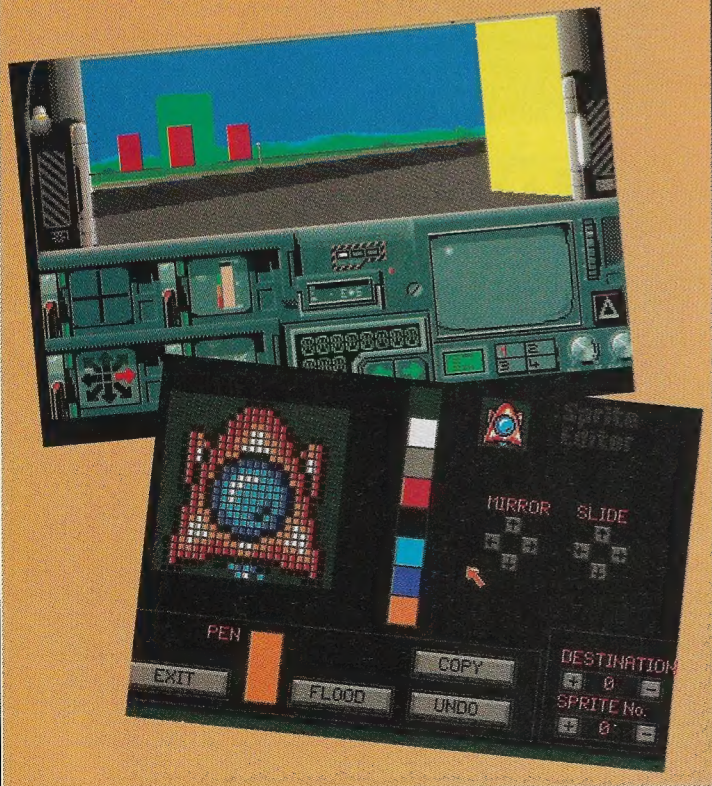
The 16-bit budget battle is really hotting up and GBH plans to be the victor. No less than six titles are planned for release before Christmas.

From the Millennium back-catalogue come *Resolution 101*, *Thunderstrike* and *Manix*. All three titles will be available on both the ST and Amiga and will cost £7.99.

Puzzle fiends will delight in the challenge offered by Gremlin's very own *Mindbender*, costing £7.99 on the ST and Amiga and £9.99 on the PC. *Mindbender* will test even the most skilled players.

Meanwhile, for a mere £9.99 ST and Amiga golfing gurus will be able to get their hands on Gremlin's *Ultimate Golf* game. Featuring many realistic touches *Ultimate Golf* will also be released on the Commodore 64 for the bargain price of £3.99. Platform gamers who own Spectrums, Amstrads or Commodore 64s will be able get one of the all-time classics for only £3.99 - yes, *Switchblade* is due to make its budget debut.

Finally, for those of you who would prefer to make your own games then look out for the shoot'em-up *Construction Kit*. To be released in January this is the ultimate in do-it-yourself gaming. The package will be available on 16-bit machines for £9.99 and 8-bits at £3.99.



ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Action Masters	Infogrames	Amiga,ST PC	£29.99 £34.99	29/11/91 29/11/91
Advantage Tennis	Infogrames	Amiga,ST PC	£25.99 £30.99	3/12/91 3/12/91
Bill Elliot	Mirrorsoft	Amiga	£25.99	29/11/91
Cruise for a Corpse	US Gold	PC	£30.99	29/11/91
Devious Designs	Mirrorsoft	Amiga,ST	£25.99	29/11/91
Falcon 3	Mirrorsoft	PC	£35.99	29/11/91
Falcon Collection	Commodore	CDTV	£49.99	29/11/91
Gauntlet 3	US Gold	Amiga,ST PC	£25.99 £29.99	2/12/91 2/12/91
Godfather	US Gold	Amiga,ST,PC	£30.99	2/12/91
Grand Prix	Microprose	Amiga ST	34.99 34.99	6/12/91 6/12/91
Guy Spy	Readyssoft	Amiga,ST,PC	£29.99	29/11/91
International Speedway	Codemasters	8-bit	£3.99	3/12/91
Kaiser	Line1	Amiga,ST PC	£25.99 £29.99	1/12/91 1/12/91
King's Quest 5	Sierra	Mac	£34.99	29/11/91
Knightmare	Mindscape	ST	30.99	30/11/91
Never Ending Story 2	Line1	Amstrad	£10.99	2/12/91
Nova 9	Sierra	PC	£39.99	29/11/91
Ork	Psygnosis	Amiga	£25.99	3/12/91
OutRun Europa	US Gold	Speccy	£11.99	2/12/91
Paperboy 2	Mindscape	Spectrum Amstrad	£10.99 £10.99	30/11/91 30/11/91
Red Baron	Sierra on Line	Amiga	£34.99	29/11/91
Suspicious Cargo	Gremlin	Amiga,ST	£25.99	29/11/91
Turtles 2	Mirrorsoft	PC 8-bit cass 8-bit disk	£25.99 £11.99 £15.99	29/11/91 29/11/91 29/11/91
TV Sports Baseball	Mirrorsoft	PC	£35.99	29/11/91
Ultima 7	Mindscape	PC	£39.99	6/12/91
Xenon 2	Sega	Mega Drive	£34.99	1/12/91

SHOW DIARY DECEMBER

1st Dec

● All Formats Fair, City Hall, Glasgow.
Tel: 0225 868100.

Admission £4 from 10am - 4pm.

● Computer Technology Fair, Whitworth Hall, Manchester University. Tel: 0273 607633.

Admission £2.50 adults, £1 children and OAPs. Open 10am - 4pm

● Only London Console Show, New Ambassador Hotel, Upper Woburn Place, London.

Admission £3.00. Open 10am - 5pm.

5th-8th Dec

● Computer Shopper Show, Wembley Conference Centre. Tel: 081 868 4466.

Admission £6 adults, under 16s £4, family ticket (2 adults and 2 children) £18. Open 10am - 6pm Thurs - Sat, 10am - 5pm Sun

14th Dec

● All Formats Fair, Royal Horticultural Hall, London. Tel: 0926 868100.

Admission £4 from 10am - 4pm.

COMPUTER SHOPPER SHOW

Below is a money-off voucher for the COMPUTER SHOPPER SHOW, to be held at the Wembley Conference Centre between the 5th and 8th of December, 10am-6pm Thurs-Sat and 10am-5pm Sun. Without the voucher tickets are £6 adult, £4 under 16s and £18 family ticket (two adults and two children).

Over 50,000 enthusiasts are expected to be there to take a look at all the goodies which the 260 plus exhibitors have on offer.

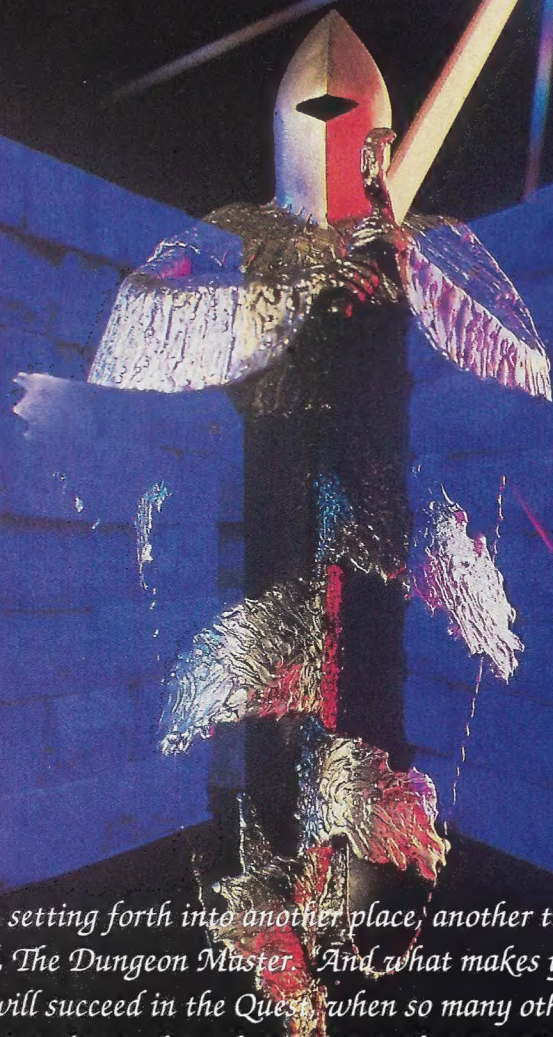
There's the chance to see Mr Mangetout - the guy who thinks nothing of eating a Cessna Light aircraft, and as such has earned himself a place in the Guinness Book of Records.



£1 & £4 OFF

This super-duper coupon is worth £1 towards a ticket for either a child or an adult, and £4 towards a family ticket.

Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



Available for Amiga & Atari ST

BROADSWORD

Knightmare is copyright Anglia Television and Broadsword Television.

Game copyright 1991 Mindscape International Limited.

Captive Copyright 1990, 1991 Mindscape International Limited, all rights reserved.

Written by Tony Crowther.



MINDSCAPE



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PEDAL POWER

TWO SUPER FAMICOMS SIMPLY DYING FOR OWNERS, PLUS 10 MINDSCAPE GAMES TO BE WON



Hotly tipped to be the Christmas number one, Paperboy 2, to be published by Mindscape, sets new standards in bringing arcade games onto home machines. The game will shortly be released on the Nintendo and Amiga.

Now, courtesy of Mindscape, you could be the lucky winner of a Super Famicom and some software. Two Super Famicoms are up for grabs for the first two names pulled out of the hat, and for the 10 runners-up a Mindscape game of their choice on any format is on offer.

Well, what is it that you have to do to win these fantastic goodies? Simply examine the picture of the paperboy on his bike doing his round below and make a decision as to where his newspaper will land when lobbed in the air.

WHAT A GOOD AIM!

Then just mark the likely spot with a big fat X and send the cut-out to: Pedal Power Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Entries to arrive by 19th December 1991.



PEDAL POWER

Name

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Machine type

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No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.





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FREE! WORTH: **£219.78**

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Skweek - By US Gold	£19.99
Trivial Pursuit - By Domark	£19.95

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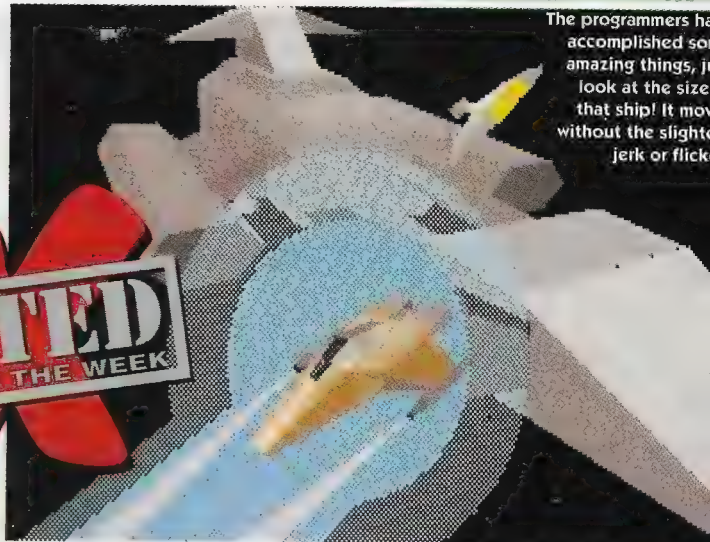
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The convoy consists of thousands of space craft, large and small, they carry your people across the galaxy to their unknown destination, soon to become home



The programmers have accomplished some amazing things, just look at the size of that ship! It moves without the slightest jerk or flick

Brian  *Space is a vast and strange place. No one really knows much about it, whether there are other life forms elsewhere or not, but books and films show us what vivid imaginations people have. Here is Ocean's long-awaited prediction as to what is out there, Epic...*

Somewhere in space there is a large fleet traversing the universe in convoy. You play one of the heroic fighter pilots recruited for this perilous journey.

Your job is to see that your people can successfully cross the void from one planet to another and find a better place to start over again.

Piloting one of the Epic Class fighters, you are sent out on various missions to get rid

EPIC

of any obstacle that stands in the way of your progress.

These missions can range from taking part in space battles to clearing minefields. All are dangerous and can end your life suddenly should you hesitate for a second.

There are nine missions in total and each has two main objectives for you to complete. To complete them all would take days but thankfully the programmers have implemented a password system to allow you to start from the beginning of each.

MISSION IMPOSSIBLE

These missions will pit you against some of the most dangerous alien races known to man. They have a high class of military hardware for their armies and they will not stop until you and your people are all dead. So it is up to you to kill them first.

You have complete control over your ship using the mouse and various keyboard commands. The left button enables you to fire the weapon you are currently using while the right button engages the thrusters.

To add to this there are loads of keyboard functions which can be used to do such things as selecting your weapon and changing the view from your cockpit.

The views are selected with the 'F' keys at the top of the keyboard. These will allow you to look out into the stars from various different angles.

There is also an external view from just above the front of the ship, which allows you to see if anything is following you with hostile intent.

You have a number of weapons that can be bought and used

throughout the game, ranging from bog standard laser guns to photon missiles.

Each will be slightly more powerful than the last. Missiles can be locked onto the target so it is virtually impossible for you to miss what you are aiming for.

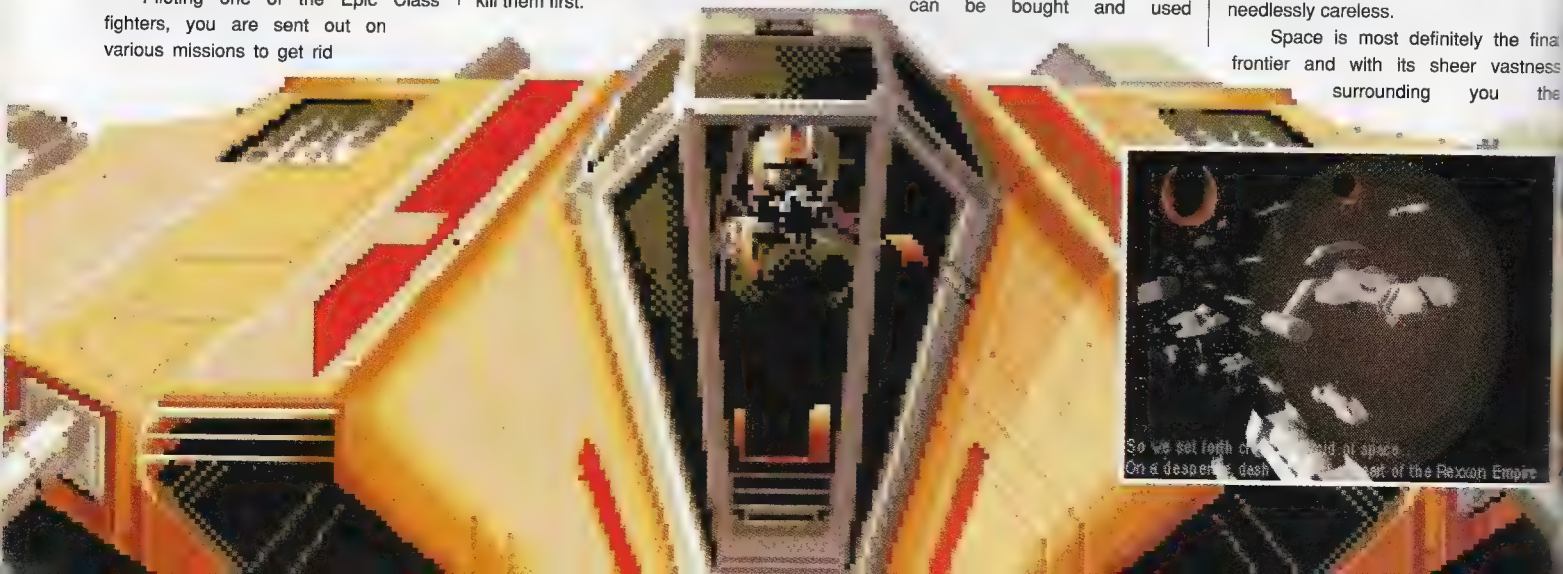
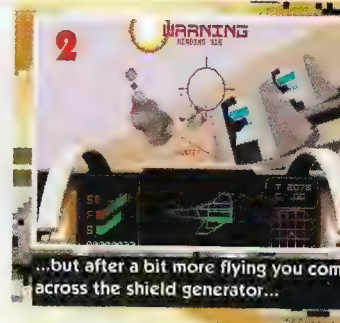
There are numerous planets for you to visit on your travels and each will be covered with hostile aliens.

PLANET HOPPING

When on the surface of the planets your scanner will show a map of the surrounding area so you should know where you are heading.

As you are flying you will have to watch out for your shield and fuel levels dropping, because if either run out you are going to be right up the proverbial creek! Death awaits those who are needlessly careless.

Space is most definitely the final frontier and with its sheer vastness surrounding you the



So we set forth on our quest in space. On a desperate dash to escape the clutches of the Rexxon Empire

FACT FILE

Software House: Ocean
 Development Team: Digital Image Design
 Programmer: Russell Payne
 Graphic Artist: Martin Kenwright
 Music/FX: David Whitaker



After 14 months or more of adverts and press coverage, Ocean's Epic finally landed on my desk with a bang. Was the wait worth it? You bet it was.

Epic is one of the finest products I have played this year, the depth of gameplay and graphics are of a truly stunning standard.

The vectors are smoother than a highly polished marble floor, not to mention fast moving.

At times the sheer number of vectors used on the screen is incredible with the final battle having over 500 independently minded ships! They don't even slow the game down either!

Elsewhere in the game the still screens have loads of depth and are exceptionally well drawn. Each pixel appears to have been thought out before being placed on the screen. The various aliens and little animations are very well presented.

Sonically this is far better than anything else around on the ST at the moment. The tune has been digitized perfectly and the blasting effects are first-rate.

The control over the ship does need a little practice to master but when you do it will fly like a dream and you'll have great fun doing so. If there was a joystick option then the game would have been faultless.

Anyone who has been keeping an eye out for this since it was first advertised won't be disappointed and should await its release with bated breath.

£25.99 OUT JANUARY



Place the ST and Amiga versions side by side and the only way to distinguish them would be in the clearer samples.

The game is every bit as quick, if not quicker, and every bit as good. Don't hesitate, start saving today!

£25.99 OUT JANUARY



The PC version is the best of the lot, mainly because of the excellent graphics.

This is worth every last penny of the asking price and if you miss this then you'll regret it forever.

£29.99 OUT JANUARY

X-RATING: XXXXX

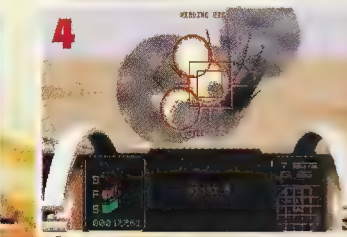
Gameplay: 18/20
Lastability: 18/20
Presentation: 19/20



1 You discover your target only to find that a shield is protecting it...



3 ...a few well aimed missiles soon deal with that particular obstacle...



4 ...allowing you to freely destroy your target. Mission accomplished!

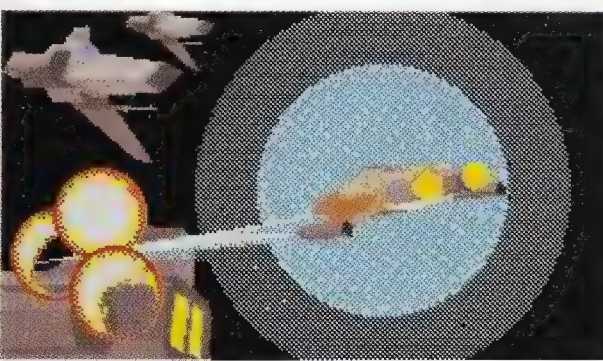
atmosphere is fantastic and the action hectic. However, you must succeed because your people are depending on you to win through and allow them to get to a better life on another planet.



There's nothing like a good game of chicken, that's what I always say!



...a few well aimed missiles soon deal with that particular obstacle...



Your mothership is under attack so you go to the rescue. A quick pull on the trigger sends your enemy into oblivion and you up the ranks



Your trusty old laser cannon can soon destroy the various enemies that surround you, so get firing!

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

FEARGUS is an utter skanker (it's a dance) who has proved his worth this week by placing the software cupboard key close to his heart (shirt pocket). Being a skanker of the highest order he left said article at home. Now we're gameless!

PAM seen here minus her Rocky Horror garb has become a fan of all things kinky. On Thursday night we were treated to a display of fish-net clad legs, spikey hair, heavy make-up and skimpy underwear covered by a black jacket. Oo-er!

SHARON in an out of character fit of sensibility has NOT lost any keys, has NOT proved herself to be a skanker, and has NOT strutted her kinky stuff in Manchester to the dulcet tones of Frank N Furter. We love Sharon!

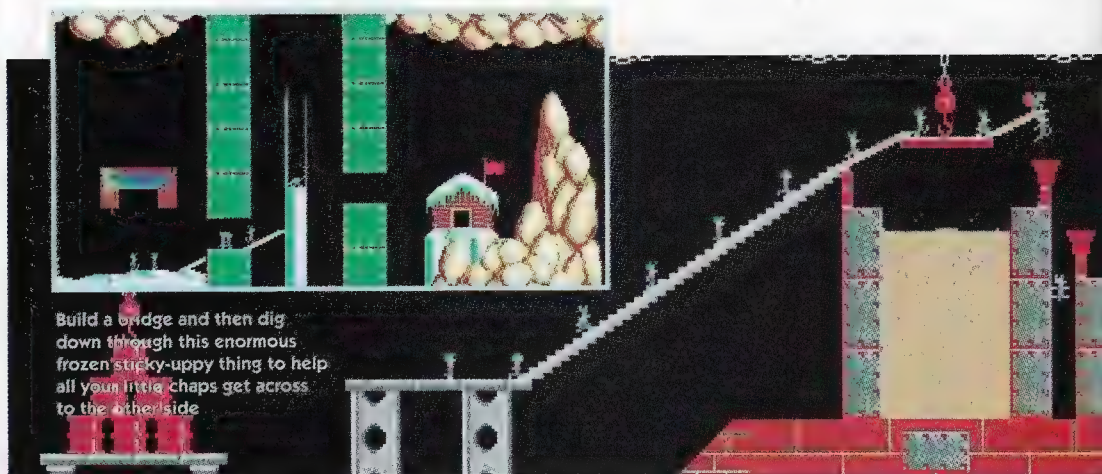


This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

PC
IBM PC

Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.



Build a bridge and then dig down through this enormous frozen sticky-uppy thing to help all your little chaps get across to the other side



A really tame level where you just work your way up the slopes

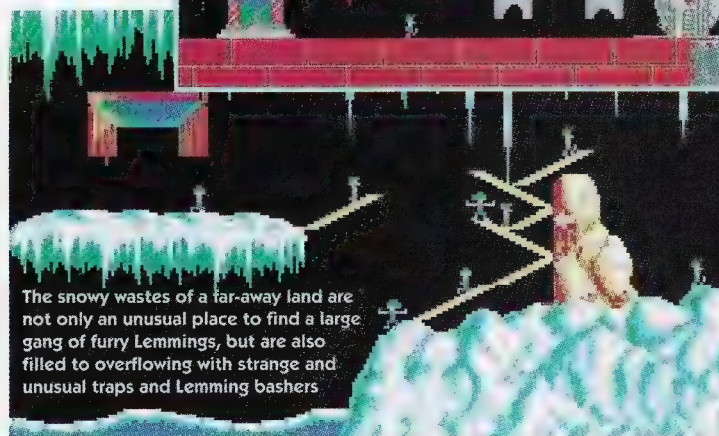
Before we go any further I just want to tell you that this isn't the much rumoured and sought-after Lemmings II.

The sequel will be a completely different game altogether - what we have here is basically a supplement pack for the first game, to keep all you clever dicks going for a bit longer.

I know that many of you have proved how wonderful you are and gone and finished the original, 'cause most of you are still sending us Lemmings' codes for the Tip-X page. However, I defy you to be able to complete this one!

Above all else, Oh No! is obviously intended to stretch your mental capacity to the very limits. To make things really mean there are loads of new Lemming

The piledriver in the top left hammers the Lemmings into the ground, while the huge meat-grinder in the bottom right scrapes the little critters into a sticky blob of Lemming goo



The snowy wastes of a far-away land are not only an unusual place to find a large gang of furry Lemmings, but are also filled to overflowing with strange and unusual traps and Lemming bashers.

OH NO! LEMMINGS



Lemmings, possibly the most innovative and popular game of 1991, is about to explode on our screens yet again. Those lovely chaps at DMA Design have thoughtfully dreamed up 100 (yep, count 'em!) new levels to torment and tax your brain cells.

manglers to make your life particularly troublesome and these are spread across the levels through five different stages of difficulty.

First we have the 20 'Tame' levels which will break you in gently. Next up

are the 'Wild' 'uns which are decidedly more difficult. Here you will come across many new environments which you won't have encountered before.

Beyond this point, life tends to get really bothersome until you reach the 'Havoc' level which is wellnigh impossible!

LOATHESOME LEMMING LIQUIDATORS

The new Lemming mashers come in many different shapes and sizes and range from deadly high-powered vacuum cleaners to Lemming mincers and piledrivers which squeeze,

FACT FILE

Software House: Psygnosis
Development Team: DMA Design



It goes without saying that the original game was an absolute classic and this latest offering expands considerably on the original theme.

The new puzzles are far more taxing and the levels are varied in both their size and their level of complication.

The humour has thankfully been retained and it's more than obvious that even more thought has been put into the levels presented here than in the infuriating original infuriating game.

Having seen many of the later levels I can quite safely say that there are many puzzles that will have you staring at your screen for hours trying to work out how on earth you're going to manage it!

The presentation of the game is identical to the original, which is hardly surprising really. All of the levels look superb and there are some lovely chirpy background tunes which add to the overall daftness of the whole thing.

Lemmings will go down in history as one of the all-time great games, and Oh No! More Lemmings will go down as one of the all-time great data disks!

**Standalone £25.99 Data disk £19.99
OUT NOW**



The ST version, as with the original, is practically identical to its Amiga counterpart. The graphics are so similar that it's hard to tell the two apart.

The only difference is that the stupid tunes are not played with quite the same panache and style as on the Amiga.

All of the levels are identical and the puzzles are no different. With a game of this quality you really don't need to worry about the different conversions as it's the gameplay which speaks for itself.

**Standalone £25.99 Data Disk £19.99
OUT NOW**



Lemmings on the PC was a runaway success and there is no reason why this supplement disk shouldn't be just as popular with all you PC owners out there.

Graphically the game is identical to both the ST and Amiga versions and if you're lucky enough to be in possession of an Ad Lib soundcard you get some lovely jubbly tunes and daft sound effects.

**Standalone: £29.99 Data Disk: £24.99
OUT NOW**

X-RATING: XXXXXX

**Gameplay: 19/20
Lastability: 19/20
Presentation: 18/20**



Strange mechanical monstrosities dangle the ledges precariously over large tubs of bubbling anti-Lemming juice

MORE

RATED
GAME OF THE WEEK



Oh No! not More Lemmings, please! This one's a bit hard, in fact it's so difficult that nuking the whole lot of them is often the only way out!

squash and scrunch the furry little creatures into squelchy yucky blobs of vile Lemming goo.

Couple these nasties with all the features of the original and you're in for a particularly messy time.

All of the levels on this data disk have been in development since the conception of the original Lemmings game and as a result more time has been put into the numerous puzzle elements.

Many of the stages appear to have been created by the most vicious sadists imaginable and there are some scenarios which at first inspection seem to be quite hopeless!

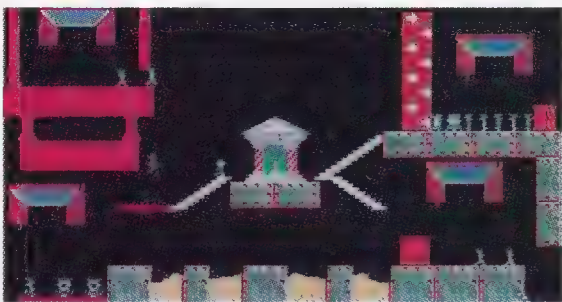
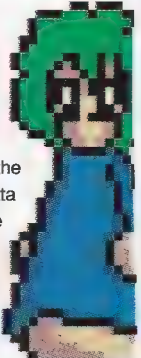
As before, one of the foremost elements of the game, apart from the mind-bending

mental torment, is humour. The traps and smashers are all animated in the most rib tickling way possible, and the levels are monickered with such suitable titles as Spam, Spam, Egg and Lemming as well as (and I quote directly from the game here) AAARRRGGGGHHHH!!!

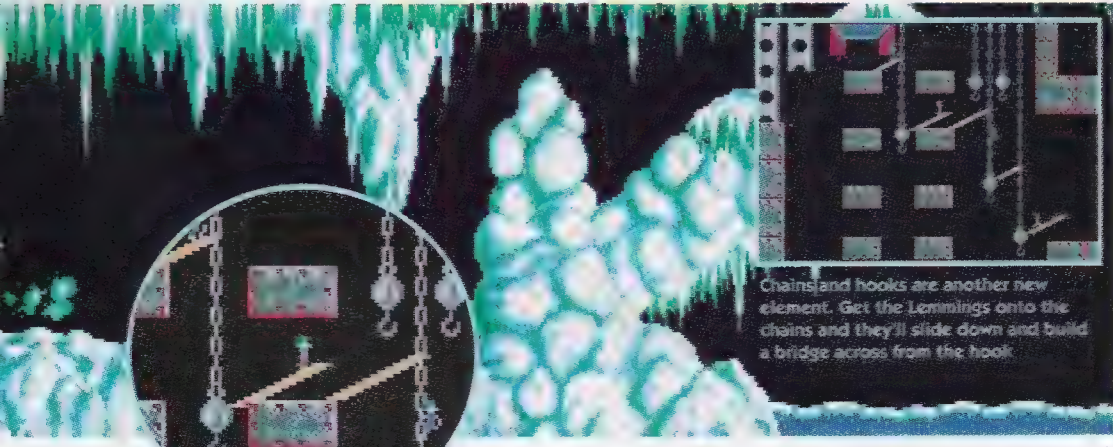
For those of you who are tempted by this sumptuous offer of even more small blue and green furry things leaping off ledges, the product will be available in two different formats.

The first is a standalone Oh No! More Lemmings package which will contain just the 100 levels of this pack, the second is a cheaper data disk which must be used with the original Lemmings disk.

Are you tempted? In that case I'll race you to the finish...



Loads of entrances and huge vats of acid spell only one thing... Trouble!



Chains and hooks are another new element. Get the Lemmings onto the chains and they'll slide down and build a bridge across from the hook



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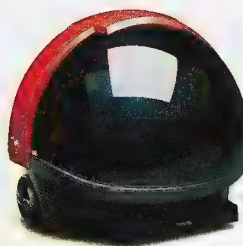
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FACT FILE

Software House: Image Works
 Development Team: ICE Software
 Programmer: Ian Morrison
 Graphic Artist: Alan Grier
 Sound: Chris Scudds

ICE Software doesn't have a great reputation, but you'll be pleased to hear that Cisco Heat is better than the likes of Chase HQ 2.

Graphically it is fairly good, the road jerks a lot but moves quickly, but the cars and roadside objects are nicely detailed. Even the front end of the game resembles the arcade version. However, the sound really lets it down.

A rather tedious tune plays throughout, meaning that there is no room for engine noises. When you pass another car there is an attempt at a whizzing noise but it fails, miserably.

Perhaps the strict time limit and the eagerness to progress makes this attractive and for this reason I'm going to give it a high mark because you should enjoy playing it.

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This will be identical to the ST version in graphics and gameplay terms but it will have much better sound, so you won't have to lower the volume on your TV/Monitor!

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This is looking very impressive, especially considering the usual games of this type on the PC. Sound is supported on many sound boards and is good to listen to. This is perhaps the best of the 16-bit versions.

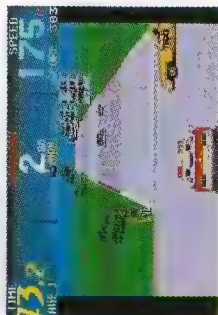
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X-RATING: XXXXX

Gameplay: 11/20
Lastability: 13/20
Presentation: 11/20



Civilian drivers block your path most of the time; one honk of the horn will usually send them packing but some will stick to their lane no matter what!



Watch out for psychopathic taxi drivers when tearing over crossroads 'cause hitting them will result in a rather nasty crash



San Francisco has been duplicated almost perfectly, so those of you who have been there will be able to recognise all the streets easily

Hitting one of these will either slow the car down severely or send you into an uncontrollable spin.

'The Streets of San Francisco' was never like this!

What sets Cisco Heat apart from other driving games in this vein are the 90 degree bends that you will encounter at certain places.

An arrow will point in the direction that you have to turn and you'll have to be accurate with the corner or you could find yourself in the seat of an airborne roadster!

To top all this the road also has stationary obstacles for you to avoid such as rocks and road works.



HOT COP RODS

This new look like an old, well, beat-up police car but it can't match speedsters who'll be many a Porsche.

The sports car doesn't actually make the fastest, but it can hang the cops for a good many a Porsche.

CISCO HEAT

It's now time to take part in the police drivers' race through the streets of San Francisco. Put that foot to the floor and prepare to sizzle rubber in an attempt to become the greatest driver on the force...



There are also a lot of civilian drivers who do tend to get in the way when keeping to the 55 mph speed limit, some 120 mph slower than you are travelling.

These slower drivers can be ordered out of your way by pressing the fire button which will sound the horn. Now sometimes they won't do as you wish and remain on their present course, meaning that you have to drive around them.

action to keep you interested. Everything has been planned out perfectly, you can even see Alcatraz as you race down one of those infamous bumpy hills.

The races will take you past many of the city's famous spots, such as the Golden Gate bridge and China Town.

There are even loads of trams running up the centre of the roads at various points of the game which must be avoided at all costs.

When you start the game you have a choice of two cars to race in, one is faster but doesn't corner as well, while the other steers a bit better but doesn't move as quickly. You can tell the choice is going to be difficult.

There are many other police drivers on the road and most of them will try and play dirty and attempt to knock you off the course.



You have a choice of two cars at the start of the race. The sporty one isn't as fast but corners well while the other is the complete opposite

Based on the hit Jaleco coin-op of the same name, Cisco Heat is the latest game in a long line of racers to hit our computer screens.

It takes you along the streets of San Francisco at the wheel of a high performance police cruiser. There are five levels in total and each is a race against both opposing cars and a strict time limit.

Cisco Heat relies on accurate street plans as well as high-speed

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FACT FILE

Software House: System 3
Development Team: In House



This seems to have been designed with the pretence of 'simple being effective'. As you sit down memories of ancient games from the depths of time will come flooding back. Jet Set Willy, Thing on a Springs, need I go on?

The graphics are all very cute and cuddly looking and there are some suitably squeelchy and belchy sampled sound effects which suit the action quite well.

Coupled with this are many bouncy sounding chirpy tunes during gameplay and also a pleasant little introduction sequence bolted on to the front of the game, taking up all of the first disk of the pair.

Despite the cuteness this is just another platform game and, with the Sorcerer's Apprentice rip-off story-line, it is far from original.

However, don't be disappointed. It's worthy of a more than acceptable mark just for the fact that it scores highly in the nostalgia department.

Fuzzball possesses the qualities that will appeal to the 'fiddler' sect of games players. It's the sort of thing you boot up when you've had a bad day and you fancy a quick go on something.

£19.99 OUT NOVEMBER



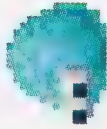
Obviously showing the traits of an 8-bit game, the Commodore version has less colours on screen and less defined graphics. Apart from that they're the same, even the sound is almost identical!

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X-RATING: XXXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 16/20

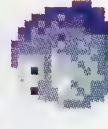
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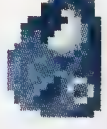
You! Obviously the most stupid creature in the whole game. If you hadn't been such a dork you wouldn't be here



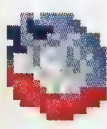
The most subservient characters are green ones



Next up is purple. Although they will chase you they tend to be a bit wimpy



Grey nutters are just that. They're mean, lean, fighting machines and will give you the most points



These are nasty. Shoot one and it'll explode



I've never considered a table tennis bat to be a viable weapon - until now!



Popping out into the garden you find a gang of vicious balls with earrings and Mohawks rampaging across the landscape

The game begins with you gently resting on a small ledge in a large area full of platforms covered in bits of fruit, assorted soft drinks, and unusual gems.

To add a spot of excitement, many of the platforms are guarded by fuzzballs of assorted colours which vary in their relative levels of cheesed offness.

BOUNCY PLATFORM ROMPING

Green balls are subservient and easy to pounce on, while red balls have a highly developed level of intelligence and will jump on you at the slightest notice.

All you have to do now is shoot at the balls and knock them off the platforms before they puff up into a different coloured (and more intelligent) ball.

While doing this you must nip around collecting the numerous scattered items before leaving the room. It's as simple as that.

To make things a wee bit more difficult you will sometimes come across very big and extremely cheesed off meemies.

If you stick around in one room too long, you'll get either bees, wasps or bats appearing, all of which are exceedingly miffed too. As well as adding to the excitement this makes things a bit more complex.

There are 50 levels of this in all and the whole lot must be finished before you'll be transformed back into the nice and pleasant young lad you once were. Easy or wot?

FUZZBALL

Fuzzballs, kooshballs and fluffy pengies all have one thing in common - they normally have a reserved nature and keep themselves to themselves. An accident with a spell book can turn them a bit vicious though...



John

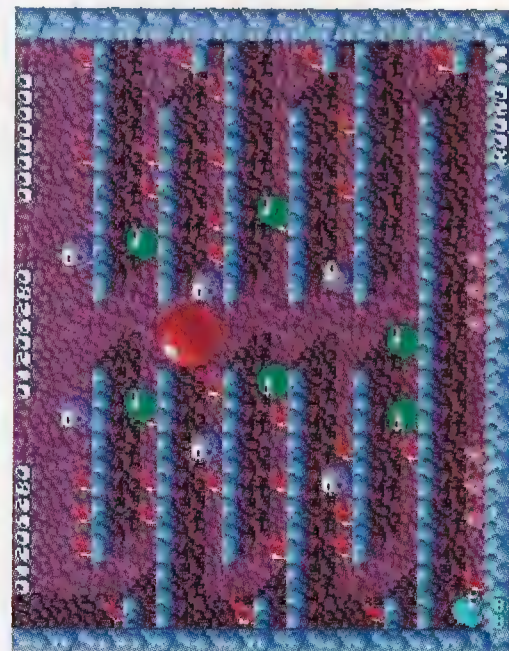
While pondering over your mystical master's books one dark, stormy evening, a wicked thought strikes as you consider the consequences of opening a magical box that has remained locked for many years.

Leafing through the pages you find a spell and, with a loud, powerful 'whoosh-shazaam!', the box pops open to reveal a most horrific and awful foe.

Fluffy fuzzballs! Arrgh! Jumping forth they proceed to dash around the room with mischievous gleeful looks in their eyes. In a panic you attempt another spell, but end up casting it on yourself.

A strange sinking feeling lets itself be known in the very depths of your bowels as you shrink into an ugly, blue, fluffy fuzzball with quite big, annoyingly cute eyes.

The mystical master is not at all



'Orrible things with big eyes moving around the screen, snobbling anything that runs into them chuffed by this chain of events and decides not to transform you back to your human self. Instead, he insists that you get rid of all the fuzzballs in your current state of being. There's loads of the little fluffs around so just nip outside and start rounding them all up.



More green things which are as thick as planks so they won't notice you!



Evil Freddie Kreuger Frank-penguins run on the rampage!



Nasty demon fluffy things run up and down like Speedy Gonzales



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FACT FILE

Software House: Virgin
 Development Team: Grafigold
 Programmers: Steve Turner, Andrew Broybrook
 Graphic Artists: Michael A Field, John Lilley
 Music: FX: Jason Page

Amiga
 Graphically, Realms is very well drawn and the sprites are well animated. The scrolling on the isometric map is smooth and fast, allowing for quick access to everywhere on the map.

The various screens around the game are all very well presented and the characters are very detailed when you are selecting an army.

The sound could have been better but what there isn't out of place. A serious tune plays throughout and the various spot effects are realistic.

The eight landscapes have had their difficulty levels set perfectly, allowing for beginners to enjoy the game as well as professional strategy gamers.

£29.99 OUT DECEMBER



There won't be any way to tell the ST version of Realms from the Amiga. The graphics are all identical as is the gameplay. Sonics are of a slightly lower quality than the Amiga but this is still a great little game.

£29.99 OUT DECEMBER



The PC version will be the most impressive of the lot with VGA graphics and sound board effects.

Gameplay is identical and therefore it is a very worthwhile game to own for your machine.

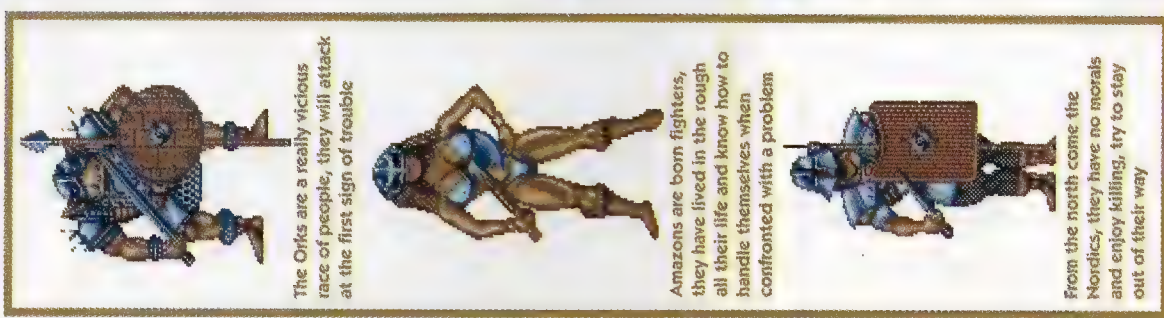
£34.99 OUT JANUARY

X-RATING: XXXXX

Gameplay: 17/20
Lastability: 17/20
Presentation: 16/20



Here is your capital city. Not much to look at but if you click on it you'll see it in all its splendour



The Orks are a really vicious race of people, they will attack at the first sign of trouble

Amazons are born fighters, they have lived in the rough all their life and know how to handle themselves when confronted with a problem

From the north come the Nordicks, they have no morals and enjoy killing, try to stay out of their way

Strategy games are in vogue at the moment. We've had Mega lo Mania, Utopia and soon there will be Populous 2. Virgin's offering is from the programmers of Rainbow Islands and is set in strange mystic lands.

REALMS

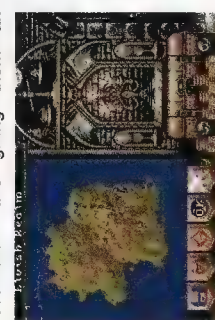


Dwarves are cheery chaps but good fighters, they don't like to lose and if they do it just makes the rest of them angry

Realms is a game in the style of Populous. It sees you as the leader of a race of either humans or other warlike creatures and your aim is to conquer all the land.

To do this you'll have to build up powerful armies and attack the various enemy cities. However, all is not as easy as it sounds. The enemy will also try and attack your cities and are usually successful when you are only a beginner.

To top all this you'll have to keep your people happy by buying grain to feed them and giving them an



The game starts with you looking at the map. Your cities are the yellow ones and your enemies' are red. Simple. So the reds must be destroyed. Not simple!

adequate defense system for when your army isn't there.

Everything that your people will need costs money, which is gathered by building larger cities and collecting taxes from the population.

It is a vicious circle where if the population don't give anything they must go without.

PLENTY OF BLOODSHED

The first screen you will see in the game is the map. This will show the entire area that the level will be played on. On this map there will be a number of cities listed:

yellow represents yours and red all the enemy cities.

This changes the screen into a close-up view of the area.

The two armies stand on either side of the landscape and you are now able to kill people! Yeah!

This isn't at all complicated. You select the stance; whether to fire arrows or not and that's it. Then click on the enemy and the battle will commence with the computer revealing who is the victor.

The game will finish with you as the victor or the vanquished. With eight scenarios to play around with and each taking hours to complete, you should be fighting for long time to come.

In total you can have four opponents to battle against, which is when the game gets really hard!

At any time during play you can return to the main map screen and view where all the armies are at the touch of a button.

This saves you the incredible hassle of scrolling round the entire map just to discover that you are under attack.

When you discover a less than friendly army you'll go into battle.



Every once
in a while
Sky TV

runs a four hour extra-
vaganza on American
wrestling. These are
known as *Wrestle
Manias*. They are
always very popular
and it was only a
matter of time before
a game appeared, and
here it is from
*Manchester maestro,
Ocean...*

Cor, look at this! A really violent
sport represented on a
computer, not had many of
them before, have we? Mind you, I
wouldn't rate WWF Wrestling as a sport,
it is more of a put-on show for a huge
audience. Anyway, Ocean's WWF is a
side-on view, one-on-one beat'em-up for
one or two players.

You control one of the three most
popular wrestlers around, Hulk Hogan,
The Ultimate Warrior or British Bulldog.
Each has their own special move to
perform and are pretty mean fighters,
not to mention rather good actors!

RUMBLE!

The game is controlled using the
joystick, and by combining both stick
movement and use of the fire button, the
character will perform various moves.
These include the flying kick, punch and
front kick.

To perform the flying kick you'll
have to run to the ropes and bounce off;
running is performed by tapping twice in
the direction in which you want to move.

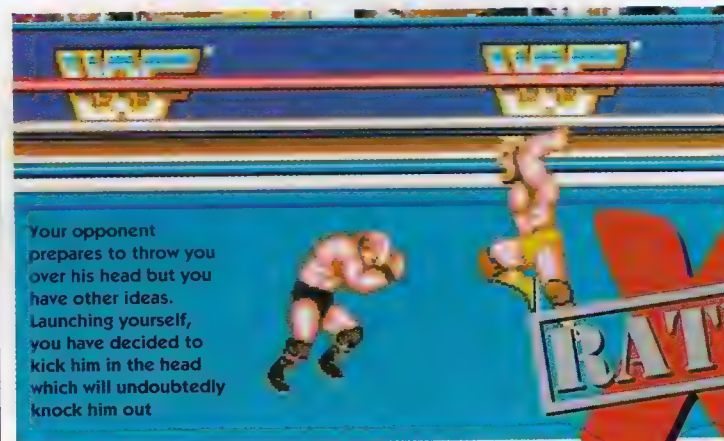
Moving the joystick without the fire
button will manoeuvre your player
around the ring and even out
through the ropes into the
crowd, should you so desire.

When you exit the
ring you can find a chair
to pick up and hit your
opponent with, but you
can only stay out of
the ring for 20
seconds. Any longer
and your opponent
will win the fight.

When the two
fighters stand
close to each
other, they will
struggle to



Climbing up onto the ropes gives you an awesome advantage. It will also give you a rather pleasant view of the ring but watch out for baldy will try and knock you off



Your opponent prepares to throw you over his head but you have other ideas. Launching yourself, you have decided to kick him in the head which will undoubtedly knock him out

SUPERSTARS OF WRESTLING

HULK HOGAN

BRITISH BULLDOG



WWF WRESTLEMANIA



perform their special moves. This is done by waggling the joystick left and right as fast as possible; if you win your move will be performed, slightly reducing your opponent's energy.

If you are the one who ends up on the floor then you'll have to keep tapping the fire button quickly to get back up again. The lower your energy supply is, the longer it will take for you to get up. The same will apply for your opponent.

There are five opponents in all,

becoming tougher the further you progress. They are, in order of appearance: Mr Perfect; The Warlord; Million Dollar Man; The Mountie and finally, Sergeant Slaughter. They all have a special move which they perform against you frequently.

BODY SLAMMIN' GREAT

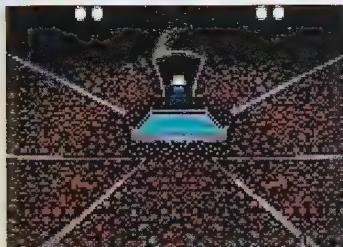
The fight can be lost in one of two ways; standing out of the ring too long as we've already mentioned and being pinned to the ground for a count of three seconds. You have a continue option to use three times if you should lose.

Should your opponent be out of the ring for longer than 20 seconds the

match is declared void and you'll have to fight again. There is only one way for you to win a fight - pinning down your opponent for three seconds. This is easier to do when your opponent's energy supply is low.

When you move onto the next fight you keep the amount of energy you had at the end of your last encounter. This makes the game difficult to complete but not impossible.

If you thought that was enough, then think again. There is also a five minute time limit to each fight and if nobody has won at the end of this then



Stadiums hold hundreds of screaming fans waiting to see their heroes



Being out of the ring is really cowardly, but not when you see who is waiting



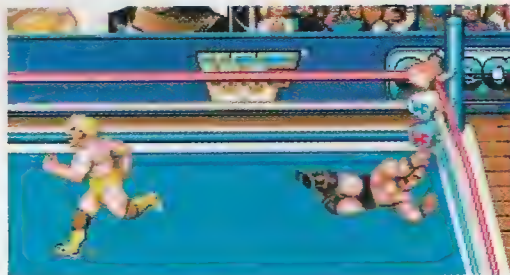
MANGLING THE MEAN MEN WITH MARVELLOUS, MANLY AND MAJESTIC MANOEUVRES



Doesn't this look rather rude! The hulkster likes to sit on his enemies' heads. Say no more!!



Sometimes you can be really mean and start hitting your opponent with a large chair, well, it is only fair when he'll do the same to you



As the opponent flings his feet at you you decide to run away! Wimp!

The Ultimate Warrior is a mean lad. He enjoys to pick up his enemies and throw them away, rather like an empty crisp packet!



the match is a draw and it is game over for you.

Between fights the two wrestlers have slanging matches with each other. Here you have a choice of three replies and you had better make it a creative answer, since you don't want your opponent to get the better of you, in or out of the ring.

Should you beat all five opponents you will be awarded with the Wrestle Mania belt, your ultimate goal. It won't be easy, but that's life!



FACT FILE

Software House: Ocean
Development Team: Twilight
Programmers: Mark Mason, Andy Swann
Graphic Artists: Jabba, Wayne, Noel
Music: Sean Conran

Amiga First off, it has to be said that I am not a wrestling fan, I find it boring to watch since it is obviously faked. For this reason I wasn't looking forward to WWF, but I'm glad to say that I have been pleasantly surprised.

Graphically it is particularly good with smooth scrolling and carefully drawn sprites. They do look like the person they are supposed to represent but in a cartoon style.

The front end is also nicely presented with some good animations and digitized pictures of the three main Wrestlers. The title tune is also good to listen to and doesn't become annoying. The spot effects in the game are fairly realistic with many punches and thuds to be heard.

Where other wrestling games fail WWF succeeds. It is a very playable challenge and difficult to beat. For this reason I am glad to say that you won't be disappointed with the finished product. WWF is more realistic than the real thing and that's official!

£25.99 OUT DECEMBER

Atari ST Everything that I have said about the Amiga version applies here. The graphics, gameplay and controls are all identical with the only difference being, as usual, the sound.

£25.99 OUT DECEMBER

PC IBM PC The PC version supports VGA graphics mode and therefore looks very impressive. It moves a little slower than the other 16-bit games but is every bit as enjoyable.

£29.99 OUT DECEMBER

C64 **sinclair ZX Spectrum** **Amstrad**
C64 Spectrum Amstrad

The 8-bit versions are every bit as good as their 16-bit counterparts with only the graphics being different.

The Spectrum is monochrome but still well drawn and fun to watch and play, as are all versions.

£10.99 OUT DECEMBER

X-RATING: XXXX

Gameplay: 15/20
Lastability: 14/20
Presentation: 15/20

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: WORLD CLASS LEADERBOARD GOLF
MACHINE: GAME GEAR
PRICE: TBA
SUPPLIER: US GOLD



Pulling your vastly over-priced Ping putter from your bag, you attempt to knock the dimpled white ball into the hole for an albatross

Perhaps the most notable sports sim of all time is now available on the Sega portable, the Game Gear. Now you can experience the thrill of playing on four of the world's toughest golf courses for yourself.

The beauty of World Class Leaderboard is that it is suitable for all players, regardless of age or skill. As a beginner you can play on courses that most golfers only dream of, or perhaps practice your swing on the driving range or, if not, your finishing touches on the putting-green.

World Class Leaderboard allows you to play on four famous courses: St Andrews, Doral, Cypress Creek and Gauntlet. The three difficulty levels, novice, amateur and professional, use numerous settings to simulate difficulty.

These include slice and hook, wind, selection of clubs and power. For instance, play as a novice and all you have to do is take aim and choose the power - all the rest is done for you.



However, a professional must take everything into account.

From the menu screen all you have to do is choose between the driving range, putting-green or, alternatively, start play. Selecting the latter will allow you to enter four players, all of which compete on a single Game Gear.

Each course is incredibly detailed, and includes the fairway, areas of rough, bunkers, trees and vast expanses of water. An overhead view of each hole allows you to plan your shots, while the various clubs offer virtually perfect placing of the ball once you have learned how to use them proficiently.

World Class Leaderboard is, and always will be, a classic game. The Game Gear version is no exception and the cartridge plays like a dream. On top of this it features some excellent graphics and sound, which includes some rather dodgy speech.

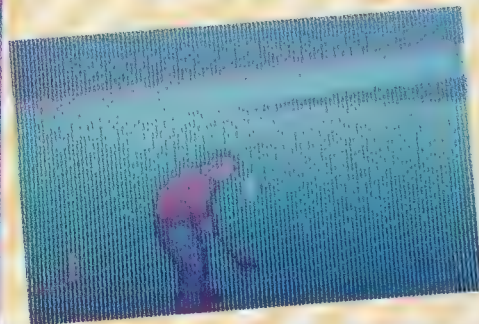
The selection of courses will keep

you playing for many hours. To sum up, Leaderboard is probably the finest cartridge to appear on the Game Gear for a long time.



X-RATING: XXXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 14/20



Bubble Bobble and World Class Leaderboard still look as good as they did when they were released many years ago, and now the appearance of Mercs proves that the older games are still the best.

ANOTHER BARGAIN BASEMENT

Oi, PC Engine owners, look at this! Console Concepts brings you yet more bargains, this time for the popular console, the PC Engine.

A large selection of games is now available for the mere price of £20 each. The range includes big name titles such as Atomic Robokid and New Zealand Story, as well as Burning Angels, plus many, many more. To find out what other products are on offer,

simply give Console Concepts a call because it will be glad to help.

OH NO! MORE LEMMINGS

No, the extra levels are not yet available on any console, but this classic game will be appearing on the Super Famicom. The finished cart will boast 125 levels, that's five more stages than the original version!

It will include all the features that appeared in the classic Psygnosis game, and will have a revamped introduction sequence as well as numerous details like the redrawn control panel. Lemmings is going to be big, so watch this space for more info.

MADDEN '92

John Madden is making a reappearance in 1992 thanks to Electronic Arts, and will first play off on the Mega Drive. The '92 version will include a new set of

improvements over the original, namely a number of cinematic sequences and an action replay option.

The sound will be beefed up and the game will still include the immense playability and stunning graphics revealed in the original. Appearing in early 1992, we'll keep you posted.

HINTS & TIPS

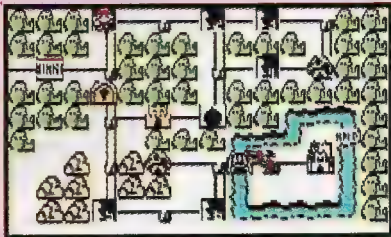
SUPER R-TYPE - SUPER FAMICOM

You can power-up your R-9 space craft with the best weapons by tapping the following keys. On the title screen, press DOWN, R (the right key), RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN and then DOWN.

A chime will sound, then press Start to begin. Pause the game, then hit R, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN,

TOP 5 NES

- 1Super Mario Bros 3
- 2The Simpsons
- 3WWF
- 4Gremlins 2
- 5Duck Tales



TOP 5 GAME BOY

- 1Super Mario Land
- 2Duck Tales
- 3Robocop
- 4F1 Race
- 5Gremlins 2

RIGHT then RIGHT. Finally, press the various buttons to select the lasers and missiles of your choice, without forgetting to always select the laser and before you select the missiles.

Thanks to:
 KC's Computers, 3 High Street, Loughborough, Leics LE11 1PY. Tel: 0509 211799.
 Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

GAME: SEGA CHESS
MACHINE: MASTER SYSTEM
PRICE: £28.00
SUPPLIER: KC'S COMPUTERS

What can you say about chess that hasn't already been said before? A strategy game that appeals to both amateurs and masters alike, it's played by millions of people worldwide.

Sega Chess includes a variety of features which allow the player to set the difficulty to their own specifications, as well as three levels of challenging gameplay and an extra three options.

These options are as follows: the adaptive mode simulates your pace by increasing or decreasing the time it takes for each move, while infinite think mode will make the computer literally think infinitely until you physically prompt it to move by clicking on the correct icon.

Finally the problem solving mode sees the computer playing itself in a set-up determined by the player beforehand. The computer will win in the fewest moves possible.

The game views the board in either 3D or 2D, and includes a hint facility which will recommend your next possible move.

You also have the option to retake any move made, as well as switching side mid-game to either take on the winning side or, if you want to improve your defense, the losing team.



The game includes virtually all the rules relevant to the real game, such as pawn substitution and castling.

Sega Chess is everything a chess buff could possibly want on the Master System, and offers an enjoyable game to players at all skill levels.

The selection of features, including the retake option and switching sides, allows the amateur to come to terms with the basic gist of the game, whereas the progressive difficulty setting will strongly challenge even the most qualified player.

Combine all this with the adequate graphics and sound (which includes speech) and you have a competent chess sim.

X-RATING: XXXX

Gameplay: 14/20
Lastability: 15/20
Presentation: 13/20

GAME: CRYSTAL QUEST
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S COMPUTERS

Grab hold of your Game Boy and get ready for the ride of your life. Crystal Quest places you in a hi-tech space craft and promises to warp you to distant galaxies.

The object of the game is to make as much money as possible. How? Simply zoom around each system collecting the crystals floating in deep space. Easy!

What you have not been told is that your ship will be chased by other hungry scavengers trying to do exactly the same as you. These beasties will stop at nothing to prevent you from pocketing all the gems yourself and this usually entails using you as target practice.

Thankfully, you are able to give as



good as you get. Your ship is equipped with lasers as well as three smart bombs, operated by using buttons A and B respectively.

The levels are scattered with gems but, more importantly, obstacles which, if touched, destroy your ship. These include mines, bombs dropped by enemy ships and also the walls around the enemy entrances.

You must successfully evade all these objects and at the same time collect all the gems. When done, the

door at the bottom screen will open, thus allowing you to continue.

Bonus points are your reward if you complete a level quickly, while additional lives can also be gained by scoring points and collecting the icons scattered around.

Crystal Quest is quite a simple idea, but addictive all the same. The graphics may be simple and the sound fairly dull, but it will keep you playing for many hours regardless.

This is mainly because each level differs from the last. No matter how many times you play the game you will never come across the same stage twice. On the whole, a simple game which proves frustratingly addictive.

X-RATING: XXX)

Gameplay: 14/20
Lastability: 14/20
Presentation: 10/20

**GAME: BUBBLE BOBBLE
MACHINE: MASTER SYSTEM
PRICE: £28.00
SUPPLIER: KC'S
COMPUTERS**



This must be one of the all-time classic platform games. It sees two intrepid heroes, who have been turned into dinosaurs, battling their way through 200 screens filled with all kinds of nasty creatures, deadly to the touch.

The two heroes are called Bub and Bob, although this version refers to them as Bubblen and Bobblen - a very strange phenomenon indeed.



Fortunately they are not unarmed in their quest, for these dinosaurs are gifted with the uncanny knack of blowing bubbles from their mouths.

These bubbles can trap their foes for a limited time, but should you be too slow in popping them, then the enemies will escape and, understandably miffed, will chase the dinos around the screen at an ultra-fast pace.



Graphically this game matches any version that has ever appeared. However, there are a few glitches when too

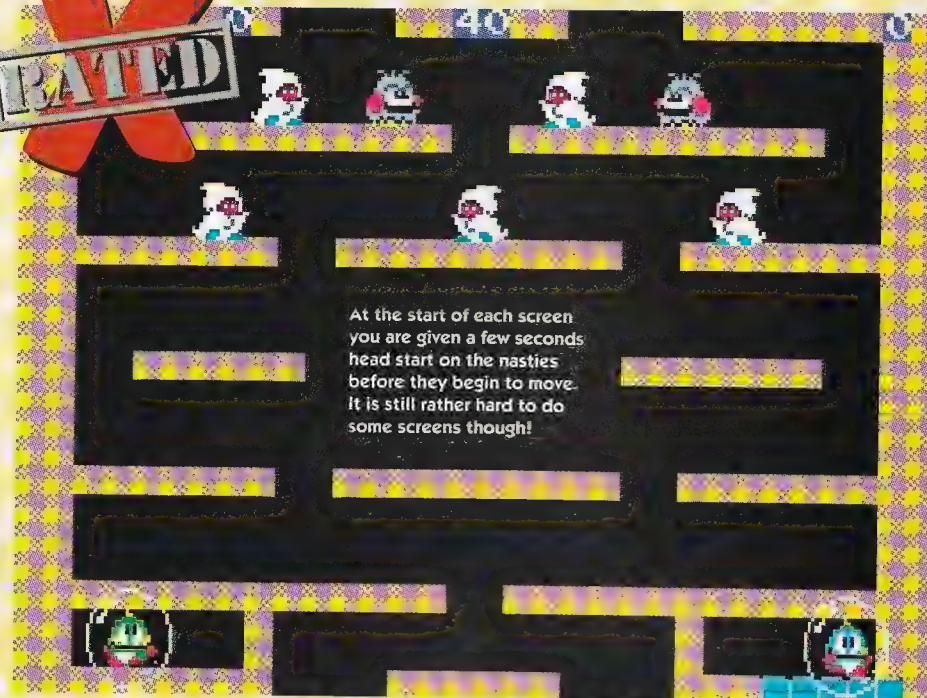


many things emerge on the same level, but with the speed of the game you don't really notice it.

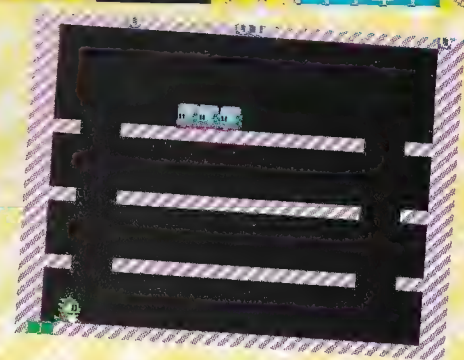
The sonics are also good, the tune being the same as the arcade version, and the various effects that play in the background are pleasant to listen to.

This game should appeal to players of all ages, youngsters in particular. Its sheer size should be enough to keep even the greatest gamer going for simply ages.

This is one of those products that is going to be good no matter what machine it is on. I just can't wait to see what a Mega Drive version is like!



At the start of each screen you are given a few seconds head start on the nasties before they begin to move. It is still rather hard to do some screens though!

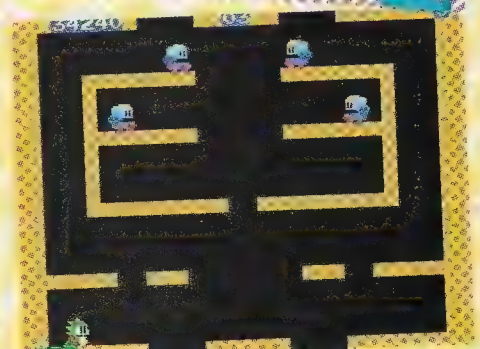
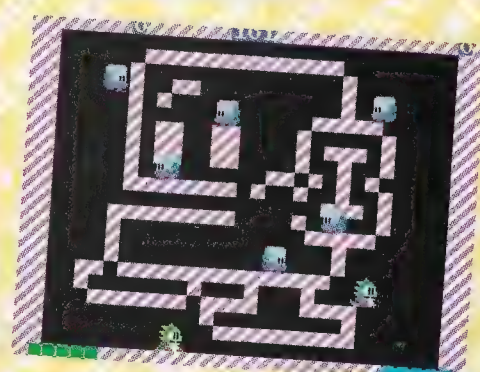


X-RATING: XXXXX!

**Gameplay: 16/20
Lastability: 16/20
Presentation: 15/20**



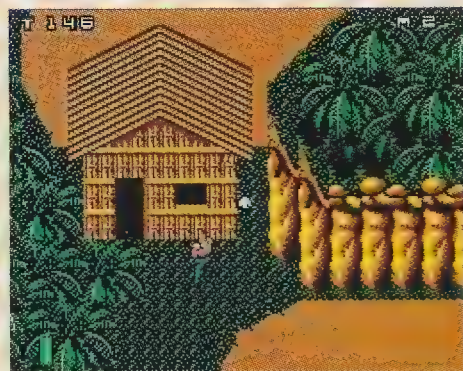
Getting out of sticky corners is made easier by the ability to jump on the top of bubbles. This however, is not always easy to perform



GAME: MERCS
MACHINE: MASTER SYSTEM
PRICE: £28.00
SUPPLIER: KC'S
COMPUTERS

Mercs has appeared on virtually every format and is now available on the Sega Master System. For those not acquainted with the ageing idea behind this Commando-style game, the basic gist is to run as fast as you can up-screen, shooting anything that wanders into your path.

This includes destroying huge tanks with machine-guns as well as annihilating forests with a couple of bullets! The Mercs are called up to do the dirty jobs, and your next case is going to be a death or glory mission.



You must penetrate a group of terrorists who are holding the former US President captive. If you manage to grab him from their clutches you will be congratulated and paid well. Fail, and the US Government will deny any attachment with you.

The game is set over seven tough stages, each one packed with gun-toting soldiers and an array of heavy duty hardware such as tanks and self-propelled guns.

Our tough hero won't let anything get in his way because a selection of power-ups can be collected by shooting open the crates lying around.

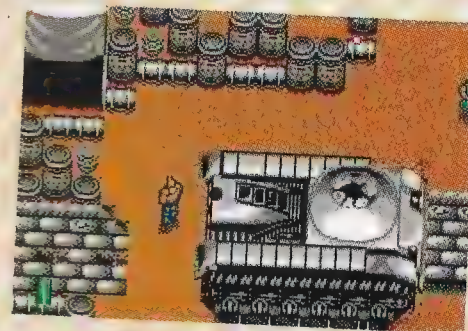
The weapons to be collected include a flame-thrower, rocket launcher and a shotgun, all of which can be increased in power. Additional megabombs are also obtainable which, when detonated by

tapping button 2, seriously cripple or kill everything on screen.

The Merc can also clamber into a jeep or boat to aid him in his endless battle to reach the end-of-level protector.

Mercs on the Master System is an excellent 8-bit conversion and proves to be quite playable. Graphically it is not particularly good and uses a variety of clashing colours, with the sound being only just bearable.

Fortunately, the smidgen of gameplay just about manages to save it from being another contender for the 'Toady of the Year' award.



X-RATING: XX

Gameplay: 13/20
Lastability: 10/20
Presentation: 9/20



GAME: BACK TO THE FUTURE II
MACHINE: MASTER SYSTEM
PRICE: £28.00
SUPPLIER: KC'S
COMPUTERS

Based on the hit movie of the same name, Back to the Future II originally appeared on the home computers in 1990. The Master System version is a direct conversion of the game.

As Marty McFly, you must travel forwards in time to the year 2015. Why, you may ask? Simple. In the future you have children, but the

young McFly is led astray by Griff Tannan (grandson of Biff Tannan) and if you don't interfere your offspring will soon be arrested for robbery.

Back to the Future II is a one-player game set over five levels. You first of all participate in a hectic hoverboard chase in which you must avoid Griff's mob and make your way to the Town Hall where Griff will be arrested, thus securing your family's safety.

Following this you will have to guide the present Jennifer through her future house while avoiding the future Jennifer and her children - fail, and the space-time continuum will be disrupted, with disastrous results.

Level three and it's back to 1985. Biff has 'borrowed' a future sports Almanac and has used it to 'predict' results and earn a massive sum of money.

Present day Hill Valley has become violent and dangerous, so the best thing for you, as Marty, to do is fight your way to the DeLorean and escape.

The fourth level consists of a simple logic puzzle, with the final stage being a repeat of level one, apart from the fact that you're now trying to grab the Almanac from the clutches of Biff.

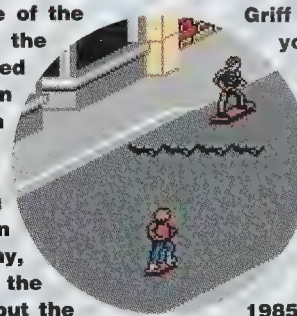


To put it simply, Back to the Future II is a sub-standard product that fails to impress in any way whatsoever. Graphically poor, with pretty naff sound, the game suffers tremendously from lack of gameplay. A poor release which is best avoided.



X-RATING: X

Gameplay: 6/20
Lastability: 5/20
Presentation: 9/20



**GAME: RUNARK
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: KC'S
COMPUTERS**

In the 20th century animal poaching is illegal. However, this fact doesn't stop the hunters currently sweeping the countryside and killing the wildlife that roams the dusty plains.

Throughout the land elephants, eagles and other endangered species are being captured and sold for huge profits, and as a wildlife ranger it's your job to stop them at all costs.

Runark (or Growl as it is known in the States) is an ecologically sound beat'em-up which pits you, as a heroic warden, against a band of evil thugs.

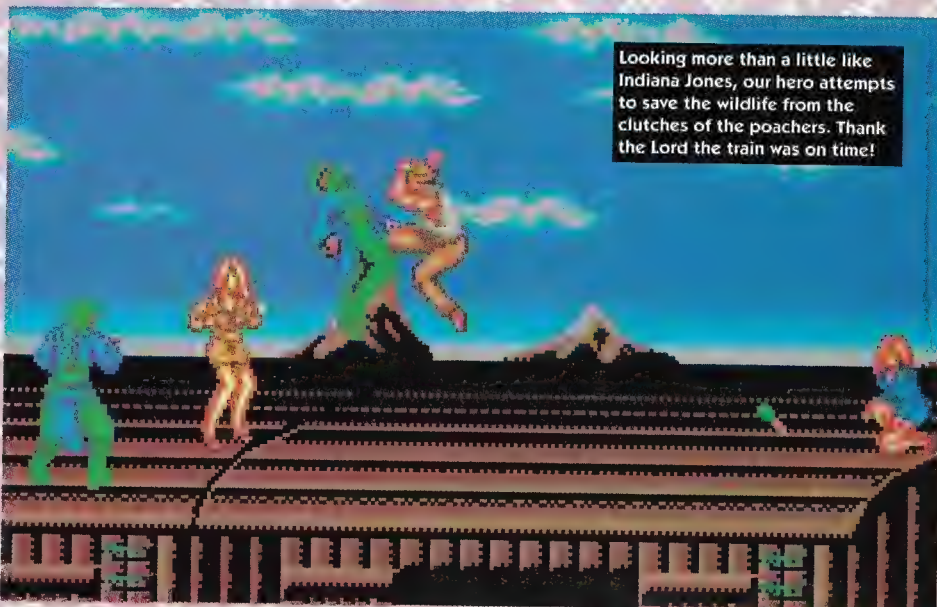
Rather than running around, slapping their wrists and telling not to do it again, you try something more effective - blowing their brains out!



At first you must defeat the poachers using your fists, but cracking open the crates reveals a selection of better armaments such as a revolver, a machine-gun, or possibly a devastating rocket launcher. Be on your guard though, all these weapons have a limited supply of ammunition!

On top of this, the animals show their appreciation by helping you to attack the violent captors.

You have the option to choose one of four forest rangers; Gen, Burn, Kahn or



Looking more than a little like Indiana Jones, our hero attempts to save the wildlife from the clutches of the poachers. Thank the Lord the train was on time!

Jack. Each one has his own strengths and weaknesses.

The characters are divided into three statistics which determine how good they are at various actions. The stats are life, attack and lastly, jump.

A ranger can attack by using the weapon he's holding by tapping button A. B will make him jump and finally C does the special attack - something like a spinning kick.

During the game you venture through assorted types of terrain, starting at a small village, continuing to a train and then punching your way onto the top of the carriages.

After a brief railroad brawl, the battle trails to the narrow mountain paths, and then into the dank caves where the only source of illumination is the torch you're holding. With your hands full you'll have to kick from now on.

Initial impressions of Runark are not particularly good. The game is visually similar to cartridges seen on the 8-bit Master System.

It does play fairly well though, and offers a challenge to all beat'em-up fanatics.

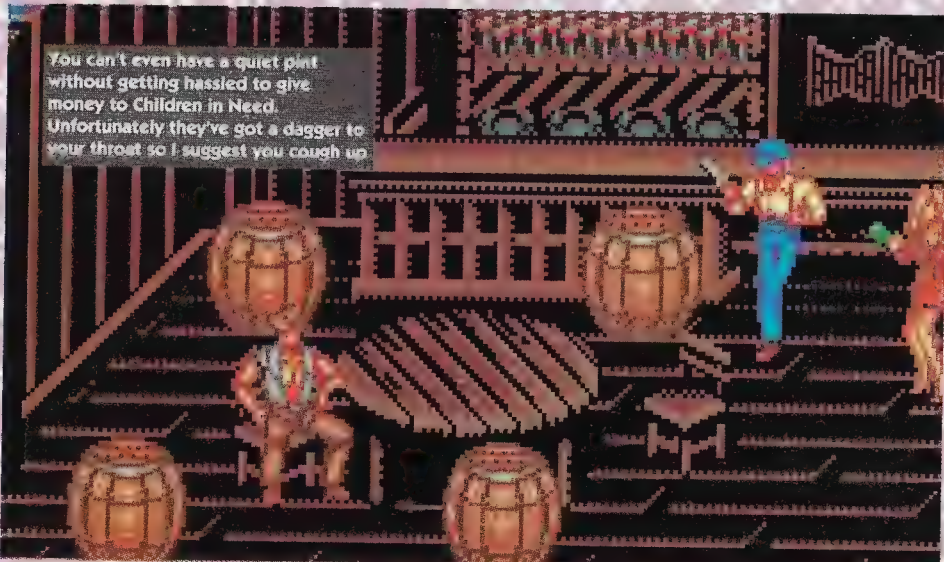
The variety between levels is good, although it must be said that the vast majority of vile enemies found at the beginning of the game tend to be repeated throughout.

Sonics are OK, and to sum up, Runark will most definitely appeal to fans of Streets of Rage and other such carts from the genre.



X-RATING: XXX

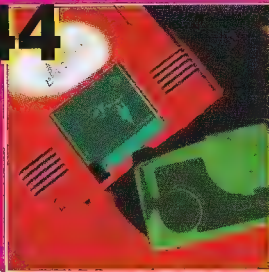
**Gameplay: 13/20
Lastability: 13/20
Presentation: 11/20**



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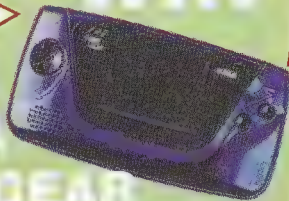
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HANDY HINT

- ANY GAME ALL FORMATS

Reading the manual will actually stop you having to waste both the 24 pence and the time it takes to write to Dr X, just for him to tell you to do just that.

Sound common sense, freelance time management and astute financial assistance from your friendly Tip-X page!



GARY LINNEKER'S HOT SHOT

- GREMLIN

if you shoot from the edge of the 18 yard box you will always score. Apparently a young chap from Newcastle beat Arsenal 58-0 using this method. Here is a kid that obviously drinks milk, and won't end up playing for Accrington Stanley.

NINTENDO WORLD CUP

- NINTENDO GAME BOY!

I have a complaint. Game Boy owners are becoming some of the most boring individuals in the known galaxy. Come on! Some of you must have a decent imagination. Get a load of this. More bloomin' codes for Nintendo World Cup. The berk that sent it just wrote... "Dear Tips, here are all the codes".

Match 2 : 22433

Match 3 : 03333

Match 4 : 53033

Match 5 : 36333

Match 6 : 17233

Match 7 : 42933

Match 8 : 56133

Match 9 : 51333

Semi : 08633

Final: 01633

The wally didn't even tell me his name!

More Lotus stuff, a decent bunch of co-ordinates for Hunter and some boring Game Boy codes mean only one thing. Yes! The Tip-X page. The last bastion of knowledge remaining within western civilization. Any contributors to this epic tome will be rewarded at the blob's discretion.

Send thy tips to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

SIERRA GAMES PC

- SIERRA PC

This one's from another anonymous individual. Anyway... he (or even she) claims that if you hold down Alt and D, then press return, then return again you'll see some numbers appear at the bottom of the screen. Good cheat that, eh? Cor! No, no, hang on there's more. If you press return again (what! again, I'll wear the thing out) and type in TP you'll be given the quote NEW ROOM: Now type in a number and you should be warped to that location.

It doesn't work on Police Quest III and it doesn't work on Larry 5 but it may work on others. Try it and see. It HAS to be on the icon driven titles though. Write to me and let me know.

LOTUS TURBO CHALLENGE 2

- GREMLIN

Simply thousands, well - hundreds - alright about 20 of you have sent in the cheat mode for Lotus. So, seeing as you're all really clever I'm going to take all the credit myself 'cause I knew before the game came out! Hah! Now I can get a spunky GX T-shirt!

Type in TURPENTINE as the password and you'll get only 10 seconds to complete the level... Oh no! hang on. The time isn't going down... WOW!



HUNTER

- ACTIVISION

Thanks to that very pleasant, muscular, svelte and debonair character, Special Forces Commander Alan 'Chunky' Bunker (currently on a deep, deep undercover mission infiltrating the forces of Amiga Action), we can reveal, over the next few weeks, some very useful locations for things in the big difficult mission on Hunter. You know, it's the one people don't usually bother playing 'cause it's so hard.

Well, here are the locations of all the boxy broom-brooms. Could they really be Volvos?

X133 Y067 - 1/2 TANK OF FUEL

X177 Y197 - 1/3 TANK OF FUEL

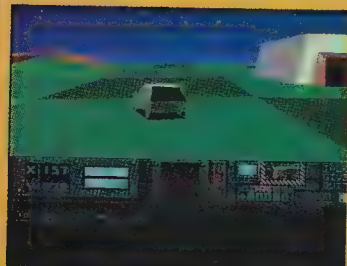
X007 Y241 - 1/8 TANK OF FUEL

X005 Y144 - 1/2 TANK OF FUEL

X177 Y059 - 1/8 TANK OF FUEL

X137 Y047 - 1/3 TANK OF FUEL

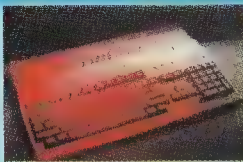
X225 Y032 - 1/2 TANK OF FUEL



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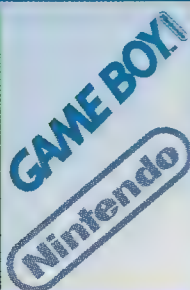
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The third part of our super-duper player's guide is finally here. You may have sussed out some of the intricacies of the game, but I bet the routes through the levels are still baffling. The third world has seven sections so here are the maps and all the important bits to make your life a little bit easier.



LEVEL 1

2 The exit is situated on the left-hand wall of this small water-filled pothole. A quick swim about will reveal all!

1 Starting off way over on the left-hand side you must dash all the way across to here where you will find the all-important diver's helmet. Then, just move a little to the right and dive in.

LEVEL 2

3 The easy route involves throwing blocks of ice into the water and building a bridge across. Keep doing this as you move your way from the left to the right.

4 The helmet is way over here on the far right. OK, that's the important bit done. Now, go all the way back to where you started from.

6 The exit is right back over here. What a pain, eh?

5 Just about here you'll locate a nice pretty gold star which will turn into a pair of Bitmap shades. Mass annihilation will be followed by an enemy onslaught.

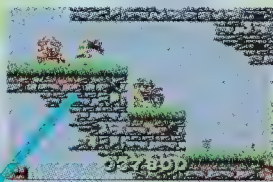
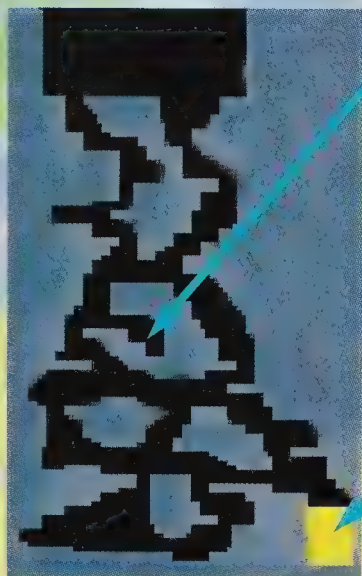
LEVEL 3

8 The helmet is right down here. All you have to do now is go all the way over to the top left and jump in the water.

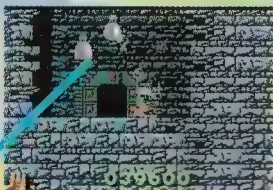
7 The pneumatic drill is dead useful. Pick it up and shake the ground to mangle the meanies.

9 If you want to get some more goodies use the gum to get to the higher levels, then drop straight back down again. The exit can be found at the bottom of the pool on the left-hand side.

LEVEL 4



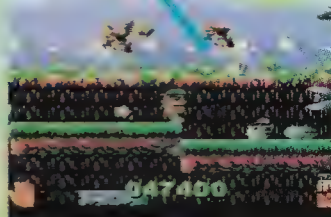
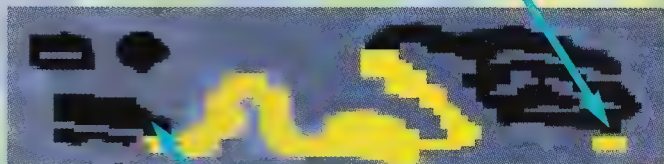
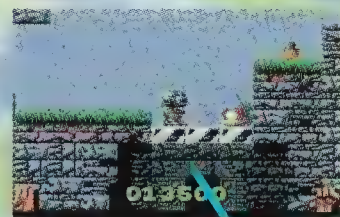
10 The helmet for this level is dead easy to find. Just drop down to where the TV is and then it's on the platform underneath. Drop to the left of the telly and tuck in to the right



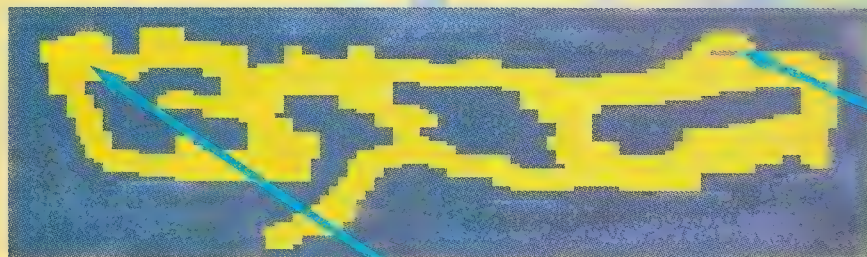
11 The exit for this bit is right at the bottom under a wee bit of water

LEVEL 5

13 Don't drop the helmet when you leave the water because you'll need it to get to the exit. When you reach this point jump up and down on the ice till it breaks and then drop through



12 The helmet in level five is not very far from the start point. Keep moving right after you find it and shoot everything

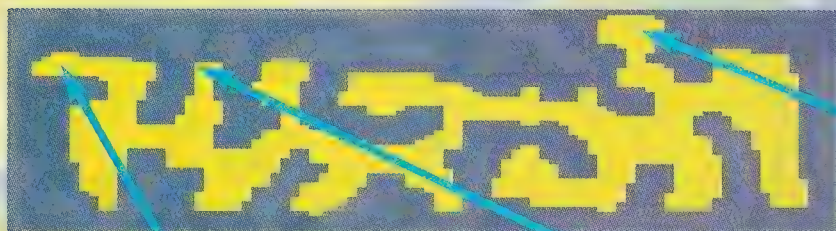


LEVEL 6

14 The start point for this level is here and the passage to the exit involves continuing to the right

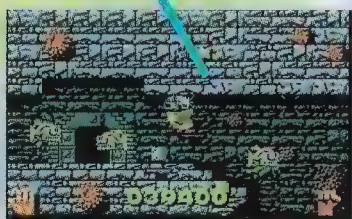


15 Level six is an intricate maze. You already have the helmet; all you have to do is go after points before making your way to the exit up at the top. You'll find plenty of opportunities to gain bonuses and you'll find the odd star dotted around



LEVEL 7

17 The start point is up in this bubble-shaped section in the top right quadrant of the level. Go straight down and then start heading across to the left-hand quadrant

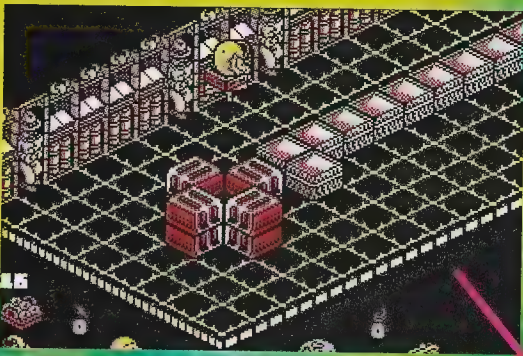


18 The exit to this level is way over on the left so be careful on your passage and, as before, just go for points

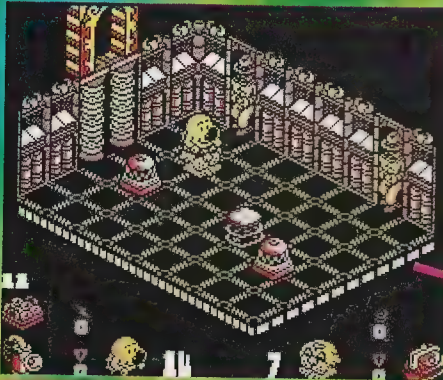


16 There are loads of dead ends on this level so follow the map carefully; getting trapped can cause a serious loss of energy. Watch out for the bubbles as well. If you have any power-ups the bubble will gladly relieve you of them

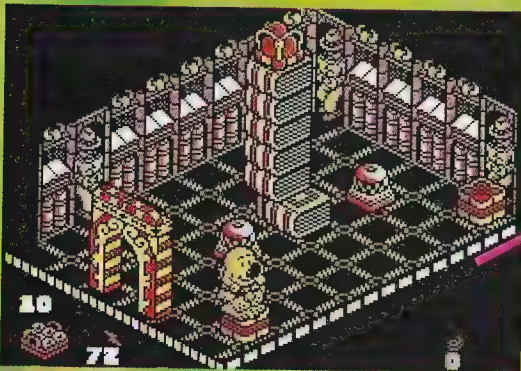
HEAD OVER HEELS PLAYER'S GUIDE



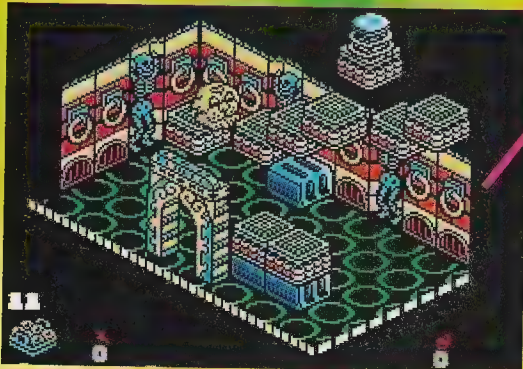
Jumping onto the lift here will need pixel perfect positioning as it is surrounded by deadly toasters. One touch of these will result in instant death. Stay on the lift to be carried upwards to safety.



On entering this room you will discover a dead end. To exit you have to make a pile near the door, high enough for you to jump out. Remember the whereabouts of this room and don't enter it again.



For the Bookworld screen there are two nasties roaming the floor. Send Head in first to shoot them and then bring in Heels. Join them up and pile the two blocks on top of the book in the centre of the room, being careful not to push it to the side. When you've done this jump on top and Head will now be able to bounce up and collect the crown.



This is perhaps the hardest screen on this planet. It looks simple but isn't, split second timing is needed to get up to the top. The two most important blocks will disappear when you stand on them. Work out the places to stand and you should succeed.

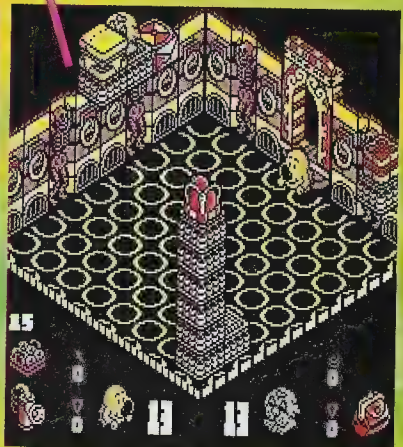
Recently we gave you the low-down on how to reunite Head and Heels and get started on the mission. Well, Games-X doesn't stop there. Here are the maps and harder screens from the four remaining planets. You'll have to do Blacktooth yourself; after all it is the game's finale...

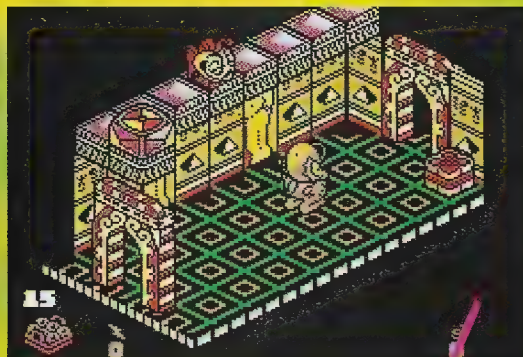


GENERAL TIP
DON'T USE THE TELEPORTER MARKED 'X' AS IT TAKES YOU BACK TO NEAR THE BEGINNING!

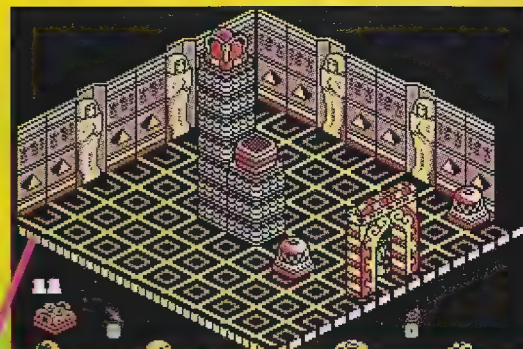


Penitentiary is perhaps one of the easiest crown screens to complete. Heels will warp in at the top and when he does move towards the moveable block and stop. When Head enters the room guide him over so that the block will fall on his nut and then allow Heels to land on top of the block. Walk Head over to the small block in the far corner and then get Heels to jump up and collect it before returning to the top of the block. Walk over to the stack with the crown on top and push the large block onto the platform. Leave Heels where he is on the block and drop the little one. Head can now jump up and collect the crown. Phew!





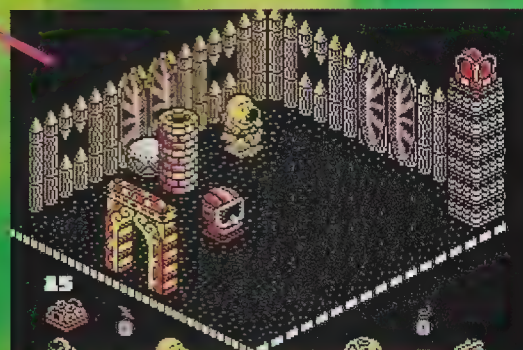
This fish can only be collected by venturing a few screens further on and teleporting back to this screen. To save time you can also teleport back as well, so use your common sense to continue.



The Egyptus end-screen also has two nasties roaming around, so send Head in first to shoot them. Then bring Heels in to join the two up and stand them next to the tower. Jump Head up and push the block off onto the floor. Jump up again and stand on top of the block and jump up, collecting it at the same time. Drop it once you are up and then Head can make it up to the crown. Simple!



Push the block found upon entering onto the head of the roaming dog. Then jump onto the block yourself allowing you to be carried across the electrified floor. Jump off at the other side and run out to the west.



Safari is fairly easy, but only if you know the right way. Collect the drum and use it to push the nasty over to the crown. When it is on the other side of the tower jump up on top, making sure you are carrying the drum. Push the drum onto the head of the nasty and jump on top. Stand right on the edge nearest to the crown then stand Head right on the edge of Heels. When in position, jump and collect the crown.



Hidden in this screen is a lovely bunny for the grabbing. To get at it you'll have to collect the block and use it to push the nasty blocks out from under the platform. The bunny will give you two lovely extra lives.

Head cannot run fast enough to outwit this nasty in the normal way. Just wait for it to head towards you and when it is level with the poisonous block in front of you run round and jump over the other poisonous blocks. The nasty should be trapped allowing you to exit the room.



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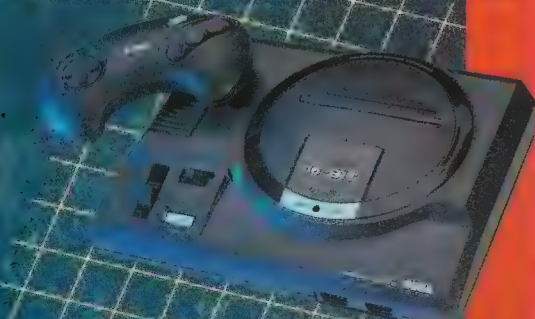
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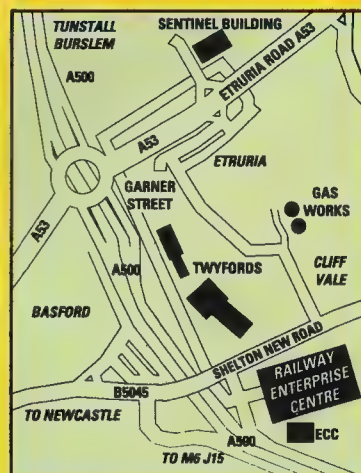
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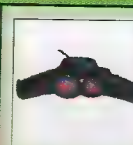
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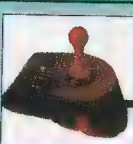
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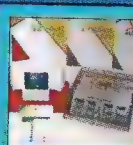
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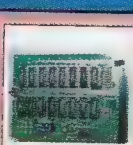
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PD - PUBLIC DOMAIN OR PRICELESS DIVERSION?

All of this week's lovely jubbly cheapo disks come from a pleasant and kindly chap by the name of Crazy Joe. If you find that any of the following succeed admirably in grabbing your attention then you can get in touch with Joe by either phoning 0709 829286 or by writing to him at 145 Effingham Street, Rotherham S65 1BL.

FRANTIC FREDDIE CRAZY JOE - DISK NO 1715

If you really want to spend £1 on a badly presented platform game, then this is the disk for you. Take control of Frantic Freddie as he dashes around the strange and blocky world, avoiding the mutant nasties guarding the ledges and platforms.

Being a frantic chappie makes young Freddie very hungry indeed and, as a result, his quest includes zooming around through the levels and picking up items to nibble on to satisfy his grumbling tummy.

The overall presentation is really quite undeniably awful and looks very much like it has been programmed using AMOS or some other similar primitive tool.

Check out the screen-shot! Now does it look bad or what? Regardless of what you may think about PD software I would advise you to steer clear of this little game at all costs.

X-RATING: **XX**



MEGABALL CRAZY JOE - DISK NO 1539

What? Yet another variant on Arkanoid/Breakout? I'm pleased to say that of all the hundreds of bat 'n' ball rip-off titles that have emerged from Public Domain's primeval swamp this one's actually an improvement on the original!

Using some very pleasant looking graphics, great sounds and an interesting selection of power-up icons, this emerges as an excellent shareware product.

You know the score with the gameplay; just bash the little ball against the coloured wall to knock out the sections.

Every now and then a little icon

will fall from the sky which will either expand your bat, thereby improving your chances or, if you're unlucky, blow up your bat or produce some other unpleasant experience.

Overall, I'd say this is probably the pick of the bunch this week and is certainly worth getting hold of.

X-RATING: **XXXX**



SERENE II CRAZY JOE - DISK NO 1790

Palace Software's shoot'em-up construction kit is a utility which often rears its ugly head in the PD world. Serene II is one such game.

Based on such classics as Xenon II and SWIV, this is an ambitious attempt at producing a parallax scrolling, frantic blast'em-up over a long and varied alienesque backdrop.

Although a little slow, it is a highly commendable game from the Crazy Joe library.

Graphically it is obviously influenced by the Bitmap's classic, especially the main sprite which has been ripped straight out of Xenon II.

The gameplay itself is very similar

to many recent vertically scrolling blasters and is quite difficult to master, the main problem being the collision detection routine which is just a trifle sensitive. Overall, a quite commendable effort.

X-RATING: **XXX**

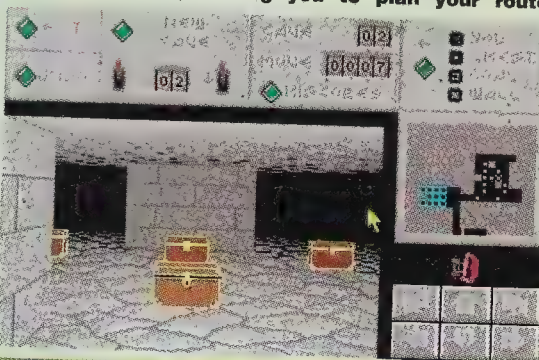


DRAGON CAVE CRAZY JOE - DISK NO 1230

Looks suspiciously like Dungeon Master this, doesn't it? Could you entertain the notion that the graphic's code has been (heaven forbid) lifted from this classic RPG? Surely not!

Despite the appearance this is far removed from the classic Ork mangler. Your job here is to move around the dragon's cave and tidy up his hoard of treasure chests before pushing them into a giant cupboard.

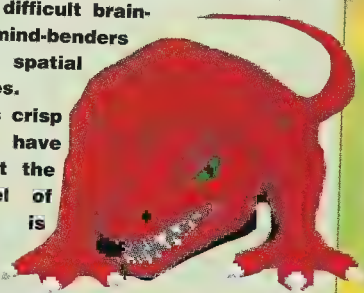
Easy enough in principle but the chests are very large and fill up the width of the corridor, forcing you to plan your route



around the labyrinth very carefully indeed. A very professional product, it will appeal to fans of difficult brain-teasing mind-benders and hard spatial logic puzzles.

With its crisp graphics I have to say that the overall feel of the game is actually very good!

X-RATING: **XXXX**



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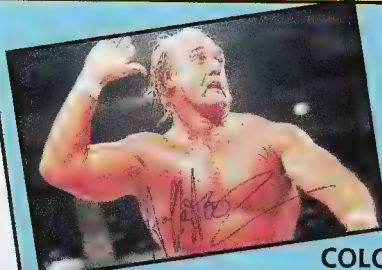


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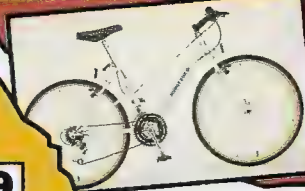


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BUB 'N' BOB GROPE ABOUT IN THE DARK

Please help! I've been playing Bubble Bobble on the Master System continuously since I bought it and I'm having some desperate problems. Once you get to around level 150 (I can't remember which) everything goes dark and the game becomes impossible!

Is this a bug? Or is there some way of getting the screens to light up in any way? Please help because this horrible set-back is seriously damaging my sanity! I really really love this game and have a real urge to complete it.

Robert Phillips, Northampton.

Dr X: Keep your urges under control young man! There's no telling where such deep feelings can get a young and impressionable chap as yourself! Never mind. In my Infinite wisdom I can help you with your unfortunate predicament.



Being in the dark in Bubble Bobble is no easy thing to overcome! Nip back a few levels and you'll be able to cast some light on to the situation

I too encountered the darkness, but seeing as I've got such an enormous...(hmmm) brain, I realised that nipping back to level 145 (using the level code that I intelligently wrote down) I could rectify the problem.

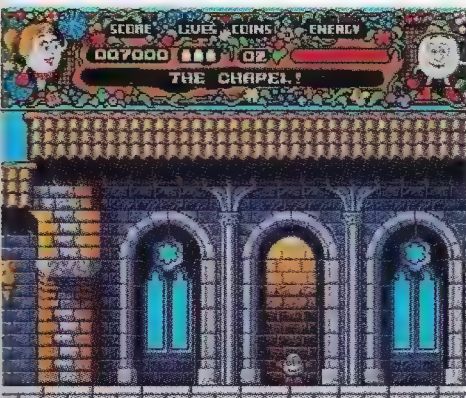
Not killing everything on 145 is the key. Bum around for a bit and wait patiently for the secret door to open. Quickly nip through and you'll find a magic candle. Pick this up and, hey presto! the ensuing levels will all be illuminated!

MAGIC VAMP ATTACK

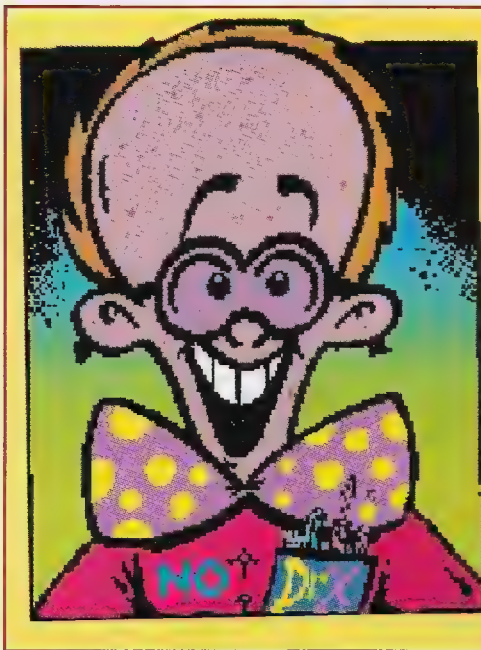
Having explored the far reaches of the magic land I've come across a problem in the ice castle which is causing me some serious aggro. The bloomin' vampire keeps getting in the way and mucking up my chances of progressing any further. Please, please, please, please help! What am I to do?

James Hemmingway, Bucks.

Dr X: You miserable little pleader Mr Hemmingway! Any relation to Earnest? Your problems shall now be



What pretty arches! The solution to your sucker of a problem is located in the chapel of the main castle



Dr X

I'm back in good shape this week, ready to take you measly little berks head on! Ha! I would appreciate it though if you'd all stop asking for free software because, to be quite honest, I will completely ignore you. I promise nothing, but deliver in abundance! Send your pathetic little scrawls to: Dr 'much better now and feeling really rather groovy' X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

solved 'cause you've come to THE place for solutions. Having consulted my tomes of wisdom and picked the brains of my compatriots I discovered that they were all completely thick and have less right to dwell on God's earth than a slug.

However, restraining myself from such agitation by obviously deficient brain cells, (especially that Brian, he hasn't got a clue!), I decided to indulge in a spot of egg manipulation and worked out the problem for myself.

Within moments of play I managed to solve your little problem and I present the solution to you thus... Go to the first floor of the main castle and move across to the left of the lift. Here you'll find a golden cross. Drop this in front of the vampire and the ugly so 'n' so will be immobilized. That was easy... Next!

CRETINOUS ELEMENT

This seems to be the only way to get in your mag, so here goes... Please give me £200 worth of software for no good reason whatsoever. Sorry, it was a last resort.

T Element, Cheshire.

Dr X: No. Next!

WILLY'S STUCK IN THE TOILET

I've recently purchased the excellent Willy Beamish for my PC and I think it's just about one of the best adventures I've ever seen! However, I'm having a spot of bother in the washroom of the Pizzeria.

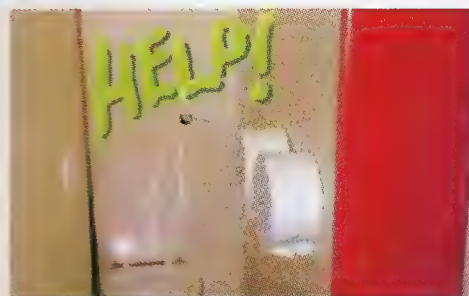
Having flatulated in a most eruptive manner in the main restaurant Spider got up and tried to batter me. I've escaped this but I can't get out of the loo because he keeps following me in and killing me off. Please help, I've tried everything!

Mark Johns, Wolverhampton.

Dr X: Never fear, I shall help you get your little friend removed from the vestibule. Getting little Willy stuck is a really horrific problem, is it not? Help is at hand though! (So it's said.)

Before you get to this point, make sure you've collected the Biffo comic from the tree house. When you go to the loo, remember to remove the No Smoking sign from the mirror and throw it away. When Spider makes an appearance and asks for something, offer him the comic and he'll let you go.

Now he'll pop into the loo for a shufti through the



Getting Willy stuck in the bog is a tiresome problem that can be easily overcome with intelligent responses

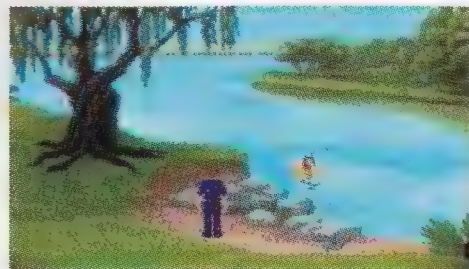
pages and a quick tag. Seeing as the No Smoking sign is down he won't realise that there's turps in the bog. When he puts his ciggy out there will be a most explosive result.

WALLY IN THE WATER

This may sound like I'm really thick, but I just don't know what to do with the crazy guy running around in his underpants in Police Quest 3. I'm by the lake and he's run in, but what do I do now? I really haven't got a clue and I'm not sure what to try!

S Maxwell, London.

Dr X: Yes, you do sound a bit stupid but never mind, I will help - that's my job, (ahem - cringe). Make sure you have the nightstick from your locker and when the loony lobs your badge into the water, move over to his clothes and pick out his keys.



Dealing with strange men in their Y-fronts isn't something you should have to come across every day! Lob his janglies into the water for the desired result

You will automatically chuck them into the water and he won't be all that happy about it! When he attacks you, use the nightstick to restrain him, then cuff 'im an' book 'im! Yeah! I love this copper stuff!



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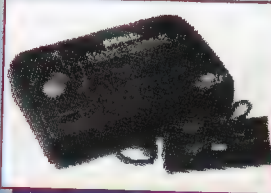
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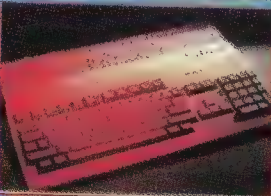
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GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	▲	TERMINATOR 2 House: OCEAN Team: DEMENTIA
2	▲	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
3	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
4	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
5	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▼	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
7	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
8	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
9	★	MOVIE PREMIERE House: ELITE Team: VARIOUS
10	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
11	▲	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
12	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
13	▲	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
14	▼	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
15	◆	HEROQUEST House: GREMLIN Team: 221B
16	★	SUPER SPACE INVADERS House: DOMARK Team: THE KREMLIN
17	▲	TURRICAN 2 House: RAINBOW ARTS Team: FACTOR 5
18	▼	FINAL BLOW House: STORM Team: SALES CURVE
19	★	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
20	▼	WORLD CLASS RUGBY UNION House: AUDIOGENIC Team: DENTON DESIGNS

1	▲	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
2	▲	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
3	★	BATMAN - THE MOVIE House: HIT SQUAD Team: OCEAN
4	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
5	★	CHASE HQ House: HIT SQUAD Team: TEQUE
6	▲	MOONWALKER House: KIXX Team: IN HOUSE
7	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
8	▼	TURRICAN House: KIXX Team: FACTOR 5
9	★	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
10	★	HEROES OF THE LANCE House: KIXX Team: 551

1	◆	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
2	▲	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
3	▼	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
4	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
5	★	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
6	▼	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
7	▼	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
8	▼	4D SPORTS BOXING House: MINDSCAPE Team: DISTINCTIVE SOFTWARE
9	★	KNIGHTS OF THE SKY House: MICROPROSE Team: MPS LABS
10	★	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS

1	◆	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
2	▲	TERMINATOR 2 House: OCEAN Team: DEMENTIA
3	▲	UTOPIA House: GREMLIN Team: GRAHEME ING
4	▲	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
5	★	SUPER SPACE INVADERS House: DOMARK Team: THE KREMLIN
6	★	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
7	▼	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
8	★	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE
9	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
10	★	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP

1	★	FUN SCHOOL 3 (UNDER 5) House: EUROPRESS SOFTWARE Team: IN HOUSE
2	★	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
3	★	GAUNTLET 3 House: US GOLD Team: SOFTWARE CREATIONS
4	▲	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
5	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	★	CHUCK YEAGER APT 2.0 House: ELECTRONIC ARTS Team: IN HOUSE
7	▼	COLOSSUS CHESS X House: CDS Team: IN HOUSE
8	★	COUNTDOWN House: US GOLD Team: IN HOUSE
9	★	LEGEND OF BARNHAIL House: RAINBOW ARTS Team: IN HOUSE
10	★	WING COMMANDER House: MINDSCAPE Team: ORIGIN

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

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STREET TALK

PACMANIA CHALLENGE

Neil Stevens (13)

Living in Blackpool and surrounded by arcades does give us a better chance at the Pacmania Challenge I think, because you tend to get more practise in. I've been into computing for about five years now; I own an Atari ST.



Computer clubs in which a group of like-minded people get together and swap games and tips would be a brilliant idea if someone put it into practise around here.



Timothy Wright (14)

Everyone watching me and making comments in the background made me too nervous on Pacman so I didn't do too well. I've got an Amstrad, and Snooker and Beach Patrol are my favourite games. Death Warrior comes top of my Chrissie pressy list.

I usually buy games every few months, rather I pester my mum to get them for me. If not I wait for my birthday or save up. Most games are good value for money but I get fed up after about an hour and a half.

Richard Brown (13) (right) Mark Smith (17) (below left)

Richard - I get most enjoyment out of the advertising pages in Games-X and I send off for things for my Commodore. At home I've got tons of pets - snakes, lizards, newts and tropical fish. Neighbours is my fave TV programme and I may be tempted



to buy the game if and when it appears on the shelves.

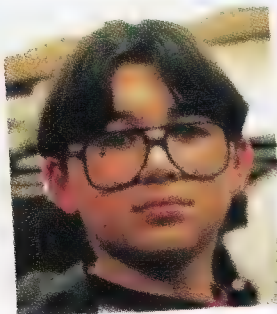


Mark - It's better to be addicted to computers than, say, smoking and it keeps you out of trouble and off the streets. I prefer adventure games; they are harder and keep you more engrossed.

Kimberley Roberts (10) and Mum

On my Spectrum I enjoy playing fighting games - I've got good reflexes. My hobbies include running, netball and snooker.

Mum - Educational software is a very good idea. I'm not a real computer buff but I do like Jimmy White's Snooker.



Michael Donovan (15)

Hand helds are OK I suppose but I still consider them to be too dear for what they are and their popularity shouldn't last for too long. I try to get my mum to buy games for my Nintendo. I don't really have any hobbies, but that's the kinda guy I am!

THIS WEEK'S WINNER AT ALAN HEYWOOD IN BLACKPOOL



Robert Mottershead (13)

1st - I've never played Pacman before and

I'm sure I could have done a lot better. I buy Games-X because it has good reviews which I usually take heed of before buying a game.

I hope to get an Atari ST for Chrimbo. Bart Simpson and Final Fight are my faves at the mo. I prefer adventure games 'cause you can use your brain more with them.

PACMANIA HALL OF FAME

1. Robert Mottershead.....78,260
2. Kevin Fulcher.....78,110
3. Anthony Widdowson.....72,360
4. Alan Rayner.....69,340
5. Neil Stevens.....69,260
6. Mark Smith.....67,220
7. Billy Bailey.....25,140
8. Richard Brown.....21,660
9. David Cox.....20,400
10. Neil Foster.....18,700

Today (Thursday), from 4pm onwards, you can find us down at the Arndale Centre in Manchester at Game. The following week we shall be at Software City in Walsall, Birmingham.

So, come on down, strut your stuff, and give Pacman a good old whirl. Maybe you'll be the lucky winner of that Sega Mega Drive!

SHOP TALK

Leigh Hartley - A member of the Management

We're getting very busy now, Saturdays in particular when

all the parents come in buying games for their kids. I've been here 18 months and it's OK, especially when I manage to get my mitts on discount software.

The down points have to be hassle from the customers and dragging myself out of bed on a weekend. My opinion on the T-shirt? Colourful!

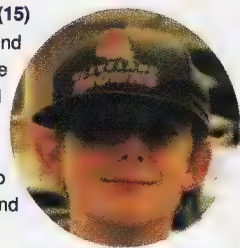


The ones that sold the most

- 1.....Mario 3
- 2...Lotus Challenge II
- 3..WWF Wrestlingmania
- 4.....Alien Breed
- 5.....Road Rash

Kevin (the gerbil esq) Fulcher (15)

2nd - Being a shy, retiring kind of chappy, everyone watching me put me off a bit. I rate the Blues Brothers on my Amiga but the game doesn't match the film's street cred. I do a bit of DJing in my free time and all the chicks love me!



John Heywood (20)

Over the Christmas period I'm working here full-time. Kick Off 2 and Pirates are pretty good. I prefer sports simulations, mainly because I'm a sporty person. I support Blackpool who aren't doing too badly - they're third now in the fourth division.





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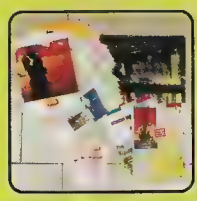
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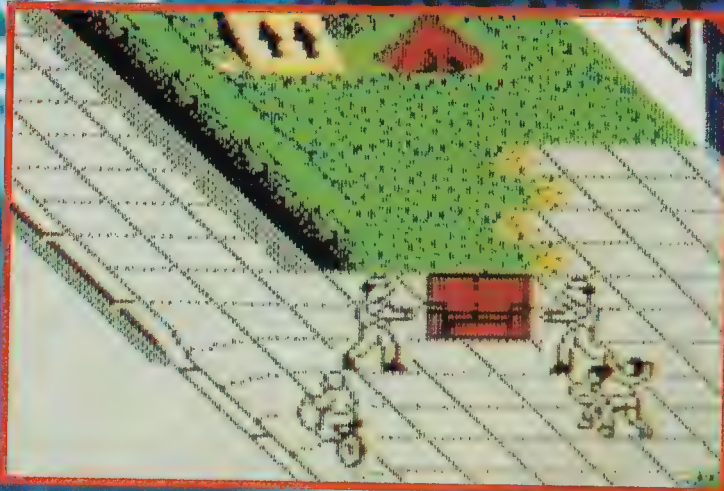
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On days that the paperboy's going to be rather angry when he arrives home for his Ready Brek and ribena — he's forgotten to wear his Texaco fluorescent overalls and matching bicycle-clips!

Our handsome paperboy can tend to be a bit of a show-off at times and especially enjoys practising his wheelies. He has an aversion to paths so his little tricks come handy for getting from one garden to another via ramps and such like.



The conversion of the original Paperboy to a 3D op had a kiddy on his BMX pedalling relentlessly down an isometric road while avoiding a few select obstacles such as the ever runaway Flymo.

The action was contained in a fairly 2D angle throughout, with absolutely no change of pace. Furthermore, the opposition could be accurately described as predictable.

It would therefore be reasonable to assume that to justify itself the sequel would have to be expanded upon considerably. I can report that Paperboy 2, to be published by Mindscape shortly before Santa does his rounds, is what Xenon II is to Space Invaders in the field of aerial blasting.

My recollections of being a paperboy are dark, wet and miserable winter mornings, slipstreaming behind milk floats in order to avoid the wind and rain — sniff, happy times!

Contrary to this, the sun always shines in Paperboy 2 land and the broad boulevard streets are lined with sprawling colonial-style houses. Blimey, I'm turning into Lloyd Grossman!

In Britain, a newsy'll sack a paperboy if he leaves a paper poking out of a letter-box, thereby letting out the central heating, leaving gates open and registers as a cardinal sin. Compare this to the States where all you have to do is pedal along quite oblivious and chuck the papers in the general direction of the front door.

However, in Paperboy 2 a higher degree of accuracy is called for in that you have to aim a rolled up journal straight into those mailboxes which are usually positioned near the gate.

GET ON YOUR BIKE

The paper round starts on Easy Street, aptly named in that it conveniently gives you the opportunity to get used to the controls. Whether using the joystick on the Amiga or Nintendo control unit, control is pretty much the same.

With the commencement of action the action begins at a set pace. By pushing forward and pulling back you can speed up and slow down to save your paperboy from a mouthful of tarmac. You've got to keep your eyes peeled at all times because a high kerb, pothole or drain will result in that fated date with the general hospital.

Those are just natural hazards, but nothing should distract you from the task in hand, namely delivering the news. A good aim is the name of the game, and as you see the mailbox coming up you've

People 'wanna be' like Arnie, Indiana Jones or Batman — that's understandable! But a paperboy? Yet delivering the daily has been one of the top arcade pursuits for years. Jason Spiller investigates the latest episode in an arcade phenomenon, Paperboy 2.

PAPERBOY



Spooks chase Paperboy and if you can't get to unshattered grounds, you can replenish your stock of papers and quickly whizz over a hedge, ramp and into another garden. But it's out of the bag, past and into the fire, frankly, as you smash into a barbecue.

EVERYBODY NEEDS GOOD NEIGHBOURS

The neighbourhood is full of many shocks and horrors. Pedal too near a drain hole and a monstrous claw will drag you into the sewers. Meanwhile, runaway trams and lawnmowers streak down the street.

Each residence has its own hazards and obstacles. Go past a mechanic's house and wheels and bits of engine are thrown at you and then a curvacious cutey sunbathing will swear and shout if you bike over her cocktail.

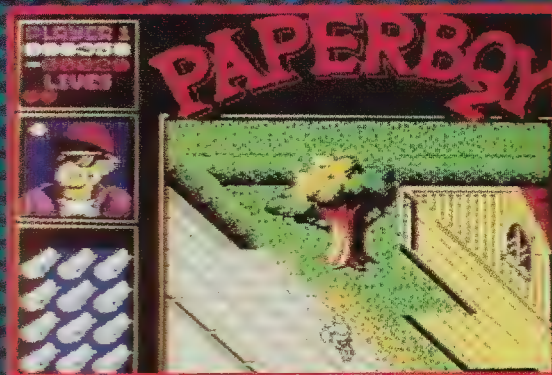
Dogs chase cats and ninjas fight kung fu experts — it's a real nice neighbourhood! Meanwhile, a well aimed paper in a mailbox will earn you well deserved points, but the real fun and bonuses are awarded for papers thrown to set off fights and even

got to gauge distance and speed, judge the control in the desired direction, and press the firebutton to launch the paper.

If you think this is an ordinary neighbourhood, then you've got one heck of a shock in store. Modelled on middle-class US suburbia, Paperboy land looks remarkably like the stomping grounds of Freddy's Nightmare or Halloween, and hey, are there some real horrors in store! Who said doing a paper round would be simple!

Even on Easy Street there's one place that makes the Adam's Family house look like a des res.

Sneaky Peek



(Licht) "It's all well and good for them to be out playing catch without a car in the world, but I've got to earn a crust here. I'll slog off on my merry way though, what do I care if I get mugged or if some spook chases me off the premises. I can take it!"



BOY 2



a series of events culminating in a hilarious stopstick finale.

The coin-op quality presentation of Paperboy 2 is going to undoubtedly make it the Christmas hit. The arcade action is addictive with frenetic mayhem from the moment the first paper is launched into a mailbox, to the episode when your paperboy is sprawled out on the street.

In addition to the fight on the street there are sub-games in the shape of tortuous assault courses, lined with pits, hills and mines.

What's really refreshing about Paperboy 2 is that you're launched straight away into the action without any of the now expected long, drawn out intro sequence and initiation. This really poses the question as to whether all that stuff is really necessary at all.

Paperboy 2 looks ready to set a new standard of general quality, especially since both graphics and sonics would not look out of place in the arcade.

Watch out for a Games-X review of the final version in the near future. Paperboy 2 will be released on the Amiga and Nintendo Super Famicom in early December.

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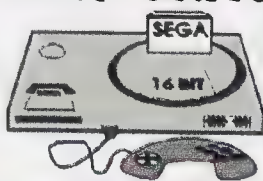
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Sneaky Peek

Whoah mama! Here comes Big Run. Those of you who frequent arcades will no doubt have come across this coin-op. Manufactured by Jalco, Big Run is a fast-action driving game based on the world famous Paris to Dakar Rally.



1
St

BIG RUN

Although the actual race starts in the French capital, Big Run chooses to skip over the lush greenery of France. Instead, the action begins where the going gets tough – the harsh desert location of Tunis.

From behind the wheel of your super-tough rally car you get your chance to prove both your driving and endurance skills. Set over a series of six stages, the race sees you pitted against the clock as well as against other drivers.

If you don't complete a stage within the set time

limit then it's game over, man. Points are awarded for distance travelled, cars passed and time taken.

FASTEN YOUR SEAT-BELT

The terrain over which you drive your trustworthy vehicle proves to be incredibly hostile. En route to

Dakar you'll pass through Tozeur, Tumu, Agadez, Bamako and St Louis before finally reaching the finishing line.

Your car is built to withstand all the rigours of the desert's inhospitality. Although designed to drive you to hell and back, your motor is only as good as its driver and if you make too many mistakes you'll never see the checkpoints, let alone complete the course.

Featuring a manic, undulating course and a thumping soundtrack, Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic.

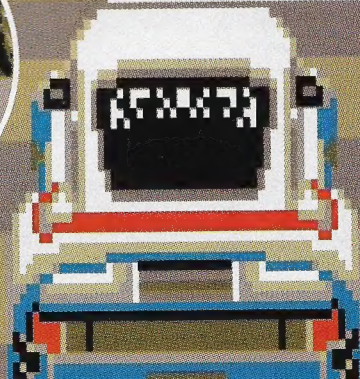
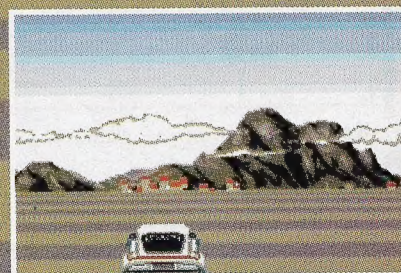
The game is being converted by Storm's in-house team and will appear sometime in January on the Amiga and ST, costing £25.99. Meanwhile, a Commodore 64 version is in the making at this very moment. Prepare yourself for the thrill of a lifetime – Big Run is on its way!



The Paris to Dakar Rally was designed to test both drivers and their machines to the limits. Big Run is the home computer conversion of this classic coin-op



The game is played over six stages, all of which take place over some of the most hostile terrain known to man. Can you survive the rigours of Big Run?



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X-IT

SHORT AND SWEET

I have two questions to ask.

• I am going to get either an Amiga 500 or an Atari STE, but I don't know which one. I will be playing games, programming and word processing. Which would you recommend?

• Will a review of the WWF Wrestling game soon be in your magic mag?

Neil Davidson, Glasgow, Scotland.

The Amiga is the better machine of the two to play games on: the graphics are better, as is the sound. There is also a larger selection of games available for the Amiga.

• As far as word processing goes both machines are on a par. Finally, it is slightly easier to program on an ST. So you'll have to decide what will be the primary use of your machine and therein lies your answer.

• Yep, take a look at the review section. Just ask and your wishes will be answered.

ENTER BRILLIANT

I'm a bit of a Dizzy Freak at the mo. I've only got two which are Treasure Island Dizzy and Fantasy World Dizzy and I also like shoot'em-ups and fighting games. When MagiClan Dizzy comes out in early '92 I'll probably get it right

LOON OF THE WEEK



You asked about what fave games our pets enjoy playing, so I decided to write in and tell you about my hedgehog who wasn't really interested in playing computers until I bought Sonic the Hedgehog for my Mega Drive.

Although it is an excellent game, every day now my hedgehog is either playing my Mega Drive or doing 10 laps around the garden in just under 10 seconds. Or he is searching through my mum's jewellery for rings. So now he's completed it he can't wait for Sonic 2.

Mark Sparrow, Littlehampton.

We've had a number of letters saying the same thing, funny how some games have this effect isn't it?



Yesterday a letter arrived telling us about the effect Mario had on the plumber who was working at one reader's house. The family will never recover!

when deciding to buy a game. It's quite cold here in Kendal and I can't buy a T-shirt 'cause all the shops in the town have been robbed. So how about one? I understand if the answer's no; you are trying to sell them, not give them away.

Please answer my questions:

1. Do you know the release date for the Lemmings Construction Kit?
2. Do you know the release date for Chaos Engine?
3. Will Sonic the Hedgehog be out on the Amiga?
4. Will there be a Shadow of the Beast 3?

away. Oh, by the way I own an Amiga 500. Here are a few questions for you to answer:

1. Will Spellbound Dizzy come out for the Amiga?
2. Could you give me a cheat for Treasure Island Dizzy?
3. How much does the 1 Meg upgrade cost?
4. Will Super Ghouls 'n' Ghosts be available?

Dean Ealey, Waterloo, Liverpool.

1. Probably, but I don't know when.
2. No, but I can give you a great hint. Don't ask me for cheats, I'm Unc not Tip-X. Frankly I'm a mite insulted at being compared to a small white bottle filled with white liquid!
3. Around £40.
4. Most definitely probably no.

MINT CAKE

I read your Moonstone review and I was so impressed (and I like that sort of game) that I decided to send off for it. Your mag has persuaded me to buy quite a few games. The 5p price rise is OK, I don't think many people will mind. I would buy it at £1.

Remember you asked readers to say whether or not they liked the scoring system, well I think it should be in percentages, because it gives a more precise mark. This does often matter

RELATIVE OF THE WEEK



Just writing to say that I appreciate the good work you are doing on my green earth. I like Uncle X better than the Dr ever since an embarrassing incident with a stethoscope at my doctors (nuff said). The piccy is of my sister, I'm sorry, that's all I can say. I can't take it out as I've already sealed the envelope. Never mind eh?

How much can I buy a T-shirt for because this letter won't get me one I'm sure?

Kevin 'Bruce' Lowe, Chesterfield, Derbyshire.



Does your sister know that you've sent her pic in? Anyway I can understand your preferences as far as the GX team is concerned. The Doc is a cantankerous... (I'd just like to say that I never went near any stethoscope - Doc).

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FREE!

Will there be a coverdisk with the mag in the near future? At Christmas?

Steven King, Kendal, Cumbria.

Hmm, Kendal. Always reminds me of mint cake. Many's the time I've subjected myself to bars of the stuff and then been ill for days afterwards.

Robberies at all the shops, eh? And there's a flock of pigs flying past our window as I write!

Thanks for your opinion on our scoring system. We felt that it would be good to have a different sort of scoring system but we want to know exactly what you lot think, so come on, get your pens out.

1. The project is not definite as yet.
2. Early '92.
3. Rumour has it that US Gold has secured the rights to the licence.
4. There are no plans that we know of.
5. No, but there will be a special bumper edition of the mag.

GROVELLING DOESN'T PAY

I have just recently started to buy your mag, because everybody who gets it thinks it's the best value for money. Every time I buy it I always flick to the back page to read X-it and I think it's rad. Please, please with a cherry on the top will you send me a GX T-shirt?

PS What do you think is the best game for the Amiga 500 at the mo and also for the Game Gear?

Robert Smith, Bishops Stortford, Herts.

You've only just started buying Games-X?! There must be a good reason. Wait, I know, you've been off the planet for the last few months or locked away without a means of escape. If there's a better reason I'd like to know.

Lotus 2 is my fav at the mo on the Amiga and Ninja Gaiden is a brill beat'em-up on the Game Gear.

PECULIAR POSITION

I am in an extremely awkward position. I have a Game Boy and I'm proud of it! I'm having trouble deciding whether to get Rockman World Mega Man, Double Dragon or Bill and Ted's Excellent Adventure. Help!

Oh, my brother says Games-X is a garbage magazine and his magazine is much better - he has a C64. So if you could (please, please) send me a Games-X T-shirt to prove to him that Games-X is totally amazing.

Daren Baldwin, Ewloe, Clwyd.

"Mega Man is by far the best game" said Mr Simmons when questioned on the subject.

Your brother is obviously a very sad person who just doesn't have a clue.

TEAM TALK

It's a sad day at the GX offices. Nick Walkland, the office clown and liked by everyone, has been ill for quite a while now. In fact he's been off work for so long that Scoop and Alex have already started to plan his funeral and the wake afterwards. When asked why a party was going to be held, Scoop said "It's what he would have wanted!"



We've all had to struggle through personality tests this week. Most of us found out that we didn't have one at all while Scoop discovered that he is just far too jolly to work for us and should audition for Star Trek instead.



Ah well, never mind, let's do the Time Warp instead! Yes, it's Rocky Horror night in Manchester and most of the gang are going with their suspenders and fishnets straightened and their make-up laid on with a trowel. And that's just the men!

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